

Record of Lodoss War 2

The Legendary Replays from Comptiq Magazine Return!

15 new episodes!
New characters!
New adventures!
Now in English!!



Written by Hitoshi Yasuda and Group SNE

Translated by Trotti



Translator's Preface

Welcome Adventurers!

Whether you're a fan of **Record of Lodoss War** or stumbled across this randomly, a brief introduction to the contents of this tome is in order.

Record of Lodoss War II is a collection of serialized replays from the Japanese gaming magazine **Comptiq** which appeared in the late 1980s. It is a sequel to the popular **Record of Lodoss War** replays from the same magazine. For reference, a "replay" is a transcript of a role playing game session, capturing the interaction between the players and the Dungeon Master. Replays are extremely popular in Japan, and **Record of Lodoss War** is considered the grandfather of the genre.

The original story of **Record of Lodoss War** followed a party of six adventurers on an epic quest across Lodoss, the "accursed island" using the **Dungeons and Dragons 2nd Edition** rules. This replay proved so popular that it was turned into a novel, an animated TV series and spawned a vast array of derivative products, including its own roleplaying game, **Sword World RPG**.

The sequel follows a new party of heroes on their own epic quest across the island of Lodoss, five years after the events detailed in the first **Record of Lodoss War**. The new party consists of the usual assortment of stereotypical D&D characters such as Orson the cocky fighter, Shiris the kickass female warrior, Maar a cheerful Halfling bard, Cecil an androgynous but feisty magic user, Fourth a handsome thief and Shari an NPC female cleric. Together these heroes face new and old threats as well as running into familiar faces from the original series and slaying a few dragons along the way. Readers familiar with Dungeons and Dragons will recognize the old BECMi rule system being used by the players (BECMi stands for Basic, Expert, Companion, Master and Immortal. These were a series of rule sets for players at rising level of experience).

The first eight-part series ran in **Comptiq** between September of 1986 and April of 1987. This sequel, **Record of Lodoss War II**, had fourteen installments and ran from June of 1987 through July of 1988. A third series, **Record of Lodoss War III**, with thirteen episodes ran from September of 1988 to September of 1989. The final Comptiq/Lodoss collaboration was the thirteen part story **Crystania** which ran until December of 1990.

When I translated the first series back in 2021, it was nearly impossible to find copies of these **Comptiq** replays. After its initial release in Japan, the series was never reprinted due to copyright issues, and individual magazines in many libraries were stolen by rabid fans and profiteers. I was fortunate enough to come across scans of the first series, but I never thought I'd see the rest.

Then in 2023 an Internet Archive user who goes by the handle Hubz (Gaming Alexandria) did the amazing feat of uploading every issue of Comptiq that contained a **Record of Lodoss War** replay onto the Internet Archive. I'd like to give a huge shout out of thanks to Hubz, without whose efforts you would not be able to enjoy this translation. I'd also like to thank **Record of Lodoss War Reddit** members like PhysicalKick3812 and random_foxx who let me know about Hubz' uploads.

I hope you enjoy this translation. For legal purposes, I need to note that I claim no copyright in the underlying material, just the translation. I did this translation because I feel the material is culturally relevant and it is the only way most English speaking readers will ever get a chance to experience it. Please feel free to share it with others, but if the original copyright holders ever come out with their own version in English, please support them by buying it. Now sit back and take a trip back to the late 1980s when problems could be solved with a twenty-sider, a +1 magic sword and a two liter bottle of Jolt Cola.

Game on!

Trotti – March 2024



The Player Characters



ORSON

A human fighter who tends to go berserk in combat. Nominal leader of the party.



MAAR

A Halfling bard who is annoyingly cheerful and enjoys breaking out in song spontaneously.



SHIRIS

A female fighter who likes a good fight and good comrades. Fairly level headed for a fighter.



FOURTH

A human thief whose high charisma makes plying his craft difficult. He is generally the DMs nemesis.



CECIL

An androgynous human magic user with a short temper who prefers combat to spell casting.



SHARI

A female NPC cleric who joins the party to balance it out. She's the most stable member of the party.

A note about names:

Record of Lodoss War has been around a long time, and many translators have done their best to capture the Fantasy/Japanese/English feel while not getting too lost in the weeds.

I used a combination of "accepted" names for established characters and phonetic values and contextual usage for new characters.

Please feel free to use whatever names you like, but heads up for purists, "Fourth" really is "Fourth," not "Force."

Orson (オルソン)	Kashue (カシュエ)
Shiris (シーリス)	Slayn (スレイン)
Maar (マール)	Leylia (レイリア)
Cecil (セシル)	Shadam (シャダム)
Fourth (フォース)	Goose (グース)
Shari (シャリー)	Swissnia (スイスニア)

Ashram (アシュラム)	Melissa (メリッサ)
Jalan (ジャラン)	Riona (リオナ)
Larkas (ラーカス)	Alma (アルマ)
Gilram (ギルラム)	Imiana (イミアナ)
Bendor (ベンドール)	Chris (クリス)
Hobb (ホップ)	
Groder (グローダー)	

闘うパソコンゲームマガジン

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コンピュータ

1987 5月号 VOL30

特別定価 490yen

誌面大刷新号

最強 必見! 連載

ザナドゥシナリオII
最終面公開だっ!

シューティングウオッチが当たる!
1,000名
オアンケート

極秘
付録

データ・ヴァ
裏 ムニユアル

福袋2つつ!

- 1 Dr.木屋がいま明かす
ロマンシアの秘密
- 2 キミはカメラマンになって
美少女写真館


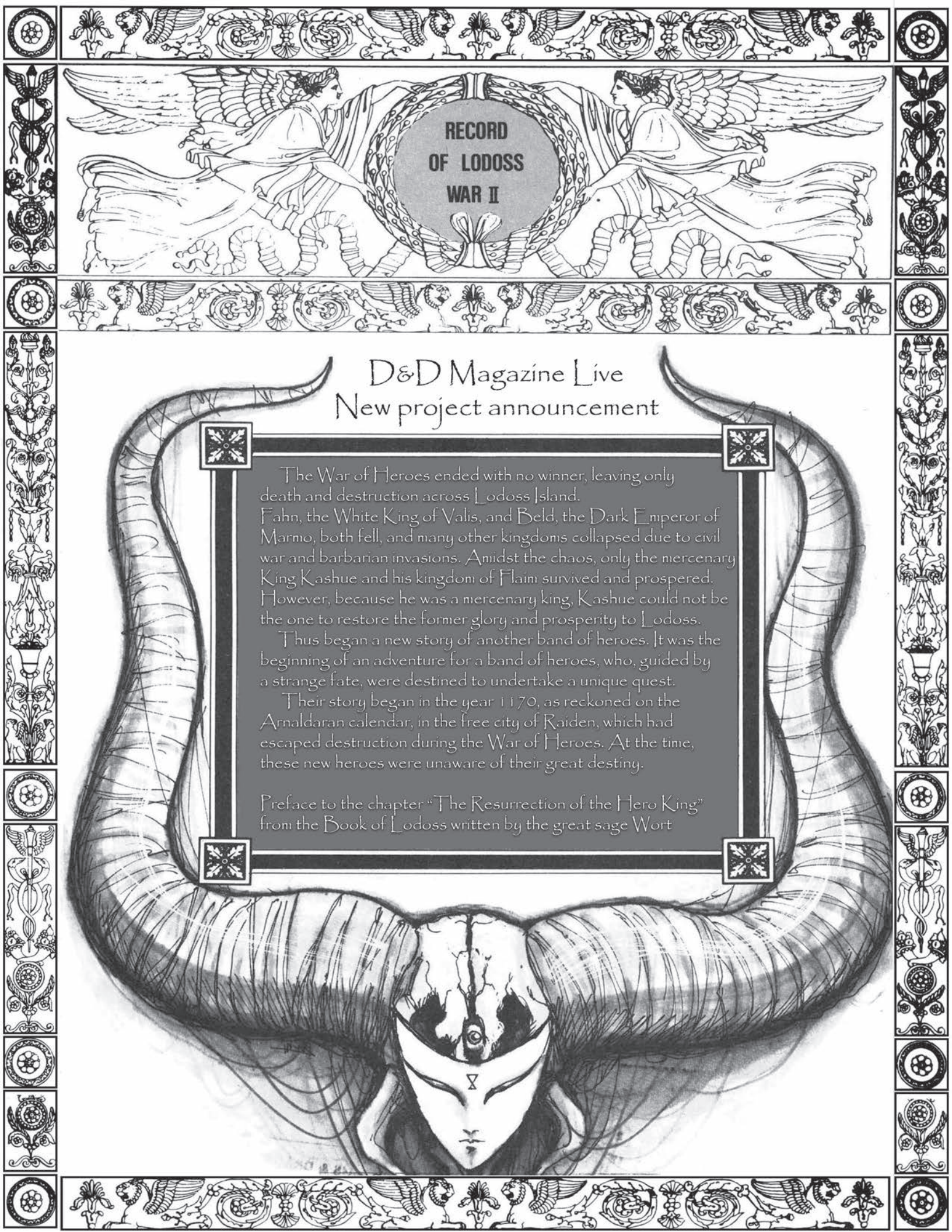
ウルトラ

超

全ジャンル激突! 人気ゲーム必勝法

How To Win

ムーンストーン/ウィザードリィ2/ガルフォース……全12本



RECORD OF LODOSS WAR II

D&D Magazine Live New project announcement

The War of Heroes ended with no winner, leaving only death and destruction across Lodoss Island. Fahn, the White King of Valis, and Beld, the Dark Emperor of Marmio, both fell, and many other kingdoms collapsed due to civil war and barbarian invasions. Amidst the chaos, only the mercenary King Kashue and his kingdom of Flaim survived and prospered. However, because he was a mercenary king, Kashue could not be the one to restore the former glory and prosperity to Lodoss.

Thus began a new story of another band of heroes. It was the beginning of an adventure for a band of heroes, who, guided by a strange fate, were destined to undertake a unique quest.

Their story began in the year 1170, as reckoned on the Arnaldaran calendar, in the free city of Raiden, which had escaped destruction during the War of Heroes. At the time, these new heroes were unaware of their great destiny.

Preface to the chapter "The Resurrection of the Hero King"
from the Book of Lodoss written by the great sage Wort

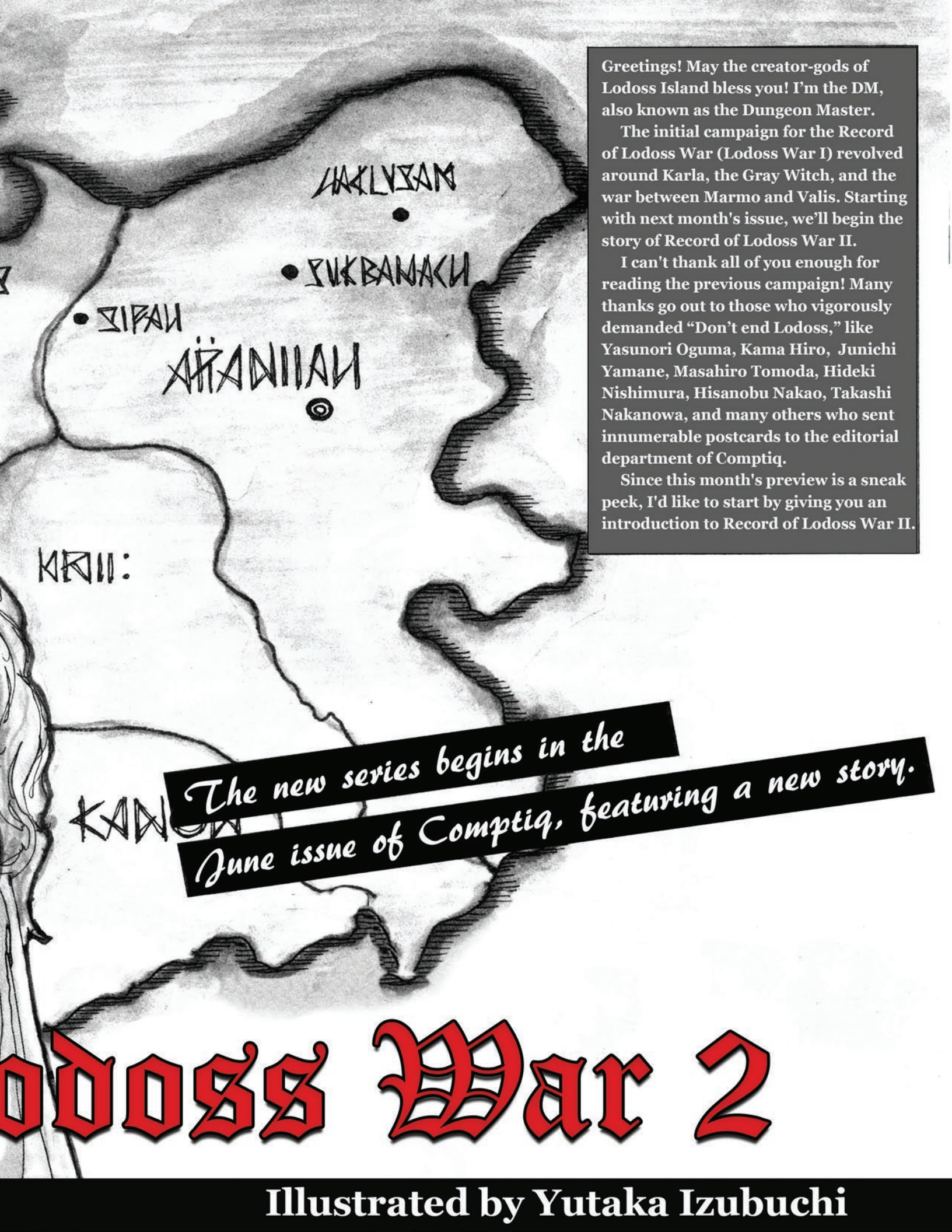


*A series of epic adventures
set in Lodoss, an island
of swords and magic.*



Record of Lodoss

Written by Hitoshi Yasuda and Group SNE



Greetings! May the creator-gods of Lodoss Island bless you! I'm the DM, also known as the Dungeon Master.

The initial campaign for the Record of Lodoss War (Lodoss War I) revolved around Karla, the Gray Witch, and the war between Marmo and Valis. Starting with next month's issue, we'll begin the story of Record of Lodoss War II.

I can't thank all of you enough for reading the previous campaign! Many thanks go out to those who vigorously demanded "Don't end Lodoss," like Yasunori Oguma, Kama Hiro, Junichi Yamane, Masahiro Tomoda, Hideki Nishimura, Hisanobu Nakao, Takashi Nakanowa, and many others who sent innumerable postcards to the editorial department of Comptiq.

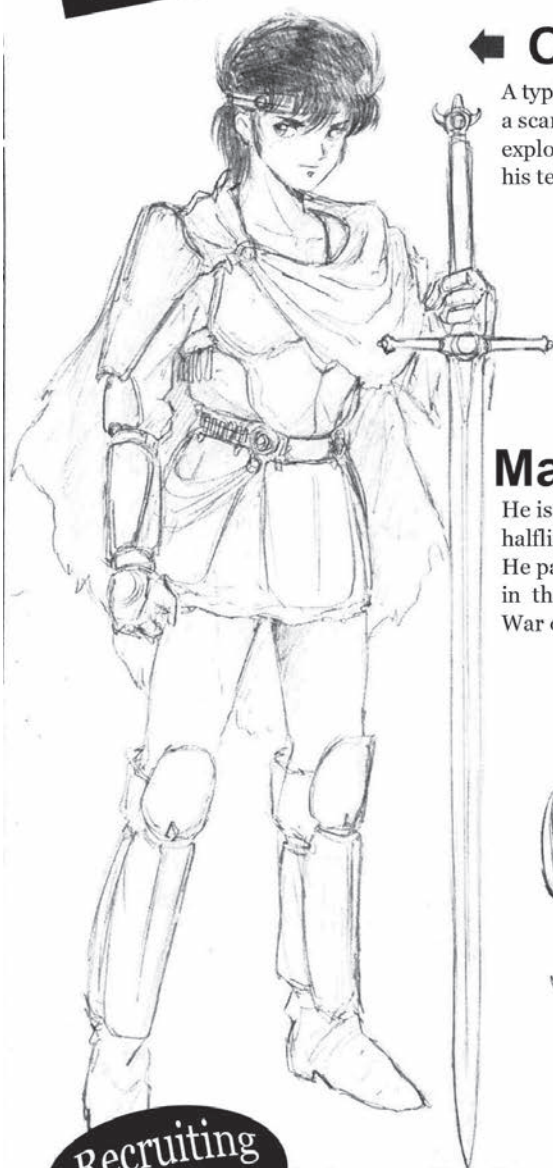
Since this month's preview is a sneak peek, I'd like to start by giving you an introduction to Record of Lodoss War II.

*The new series begins in the
June issue of Comptiq, featuring a new story.*

Lodoss War 2

Illustrated by Yutaka Izubuchi

These are The New Player Characters



← Orson

A typical fighter. He has a scary personality that explodes when he loses his temper.



← Cecil

He is a Magic User who looks like a woman at first glance. He is extremely brave.

Maar →

He is a cheerful halfling. He participated in the previous War of Heroes.

Recruiting
all NPCs!

Send in an NPC you've created!!

NPCs (non-player characters), as the name suggests, are characters that are controlled by the DM rather than by the players. In the previous episode of Lodoss Island, NPCs included characters such as the White King Fahn, the Witch Karla, and the Great Sage Wort.

Many NPCs will also appear in the new series of Lodoss War II. Therefore, I would like to ask readers to create their own NPCs and send them to the editorial department.

The NPCs can be rivals of the main characters, members of another party, an old man at an inn who gives hints, or anything else. Not only will the selected characters appear in the story, but the creators will also receive a gift.

The best way to apply is to send in a well-written character sheet. Please include an illustration!

Introducing the World of Lodoss!!

Fourth ➡

He is a charismatic,
handsome thief.



◀ Shiris

She is a masculine female warrior.
She's not interested in timid men.

The opening location is the free city of Raiden. It is the only town in Lodoss that escaped destruction during the war between Marmo and Valis. However, even this town is not as safe as it used to be, and the fear of brigands and monsters can be felt all over the town.

The characters (protagonists) are among the many adventurers who have gathered in Raiden. They have never met each other, and they never imagined that they would go on such an epic adventure together. Until now...

Before meeting in Raiden, each of the characters already reached the 4th level and they also begin as experienced adventurers, possessing some magic items.

They have attracted the attention of some powerful NPCs who will come to their aid (and some of whom will surprise you), so please look forward to their appearance. Next month's first episode is packed with thrills and threats. If you miss it, you'll be disappointed for the rest of your life!

RECORD OF LODOSS WAR II TO BE CONTINUED!

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極秘 **必見** 付録

ウィザードリィ2
裏マニキュアル

完璧ガイド

ウィザードリィ1

最強 **好評** 連載

☆ディーヴァ
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ガンダーラ/デスフォース/九玉伝/ムーン・チャイルド

ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

"D&D Magazine Live" reproduces the actual play of "Dungeons & Dragons" as a series of articles. Starting this month, we will begin a completely new adventure with completely new characters. What kind of danger will these heroes face!? Read on to find out!!

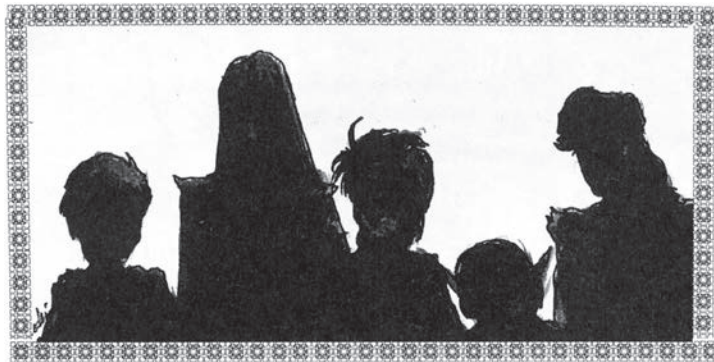
Episode 1 - An Evening at the Sea Dragon Inn

The New Adventurers Introduce Themselves

Dungeon Master (DM): Okay, let's start the game. Lend me your character sheets. Let's see what kind of characters you've created...hmmm.

This time, I gave the characters a bonus of 10,000 experience points each at the beginning. The fast-growing thief is already at level 5, and everyone else is at level 4. In addition, since this will be a difficult and bloody campaign, I made everyone roll a six-sided die and gave each of them a random magic item based on the number rolled.

DM: Alright, everyone please introduce your characters.
Player A: My character is a fighter. His name is Orson. He's an ambitious man and sees this chaotic world as the perfect opportunity to advance quickly. His goal is to become a king.



Player B: I'm Maar, a halfling who loves singing and dancing.
Player C: My character is a female fighter named Shiris. She's looking to fight alongside good comrades.

Player D: My character is...


Player E: He's a rotten Magic User! ("Player D" in the last campaign played the Magic User "Slayn")

Player D: Wrong! I'm tired of playing the same class. This time my character's a thief. His name is Fourth. He has a sad past, having been adopted as a child by the master of the thieves' guild. He was given his name because he was the fourth child adopted by the master thief. As the apprentice of the Guild Master, he is very skilled in his craft, but his Charisma is 16, which makes it difficult for him to do his main job as a thief, which is why he works as an adventurer.

"D&D®" is a game with a high degree of freedom, where players can make up their own unique characters, such as this thief. As long as the choices don't interfere with the campaign's story, players can make up their characters' pasts, where they were born, etc. in any way they like. This makes the characters more interesting during play.

Player E: Well, my character is a Magic User and his name is Cecil. He has a feminine name, but he's a man. He happens to look like a girl, but if you say that to him, he'll get furious. He's from Alania. He's an eccentric man who admires Parn and Etoh. Stories about them inspired him to become an adventurer. He absolutely hates evil and shows no mercy when he finds it. That's why his magic specialty is Detect Evil.


DUNGEONS & DRAGONS® Character Record Sheet

Player's Name Orson		Dungeon Master																							
Character's Name Orson	Alignment Neutral																								
Class Fighter	Level 4																								
Armor Class 0	Hit Points 24																								
ABILITIES:		SAVING THROWS:																							
14 STRENGTH	+1	10 POISON or DEATH RAY																							
9 INTELLIGENCE		11 MAGIC WAND																							
7 WISDOM	-1	12 TURN TO STONE or PARALYSIS																							
14 DEXTERITY	+1	13 DRAGON BREATH																							
12 CONSTITUTION		14 SPELLS or MAGIC STAFF																							
14 CHARISMA	+1																								
LANGUAGES: Neutral, Common																									
SPECIAL SKILLS:																									
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TARGET AC:	9	8	7	6	5	4	3	2	1	0															
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19															

Orson

A fighter with an intense personality


DUNGEONS & DRAGONS® Character Record Sheet

Player's Name Maar		Dungeon Master																							
Character's Name Maar	Alignment Lawful																								
Class Halfling	Level 4																								
Armor Class 0	Hit Points 24																								
ABILITIES:		SAVING THROWS:																							
11 STRENGTH		5 POISON or DEATH RAY																							
9 INTELLIGENCE		6 MAGIC WAND																							
7 WISDOM	-1	7 TURN TO STONE or PARALYSIS																							
16 DEXTERITY	+2	9 DRAGON BREATH																							
13 CONSTITUTION	+1	8 SPELLS or MAGIC STAFF																							
17 CHARISMA	+1																								
LANGUAGES: Halfling, Common, Lawful																									
SPECIAL SKILLS: Infravision, Initiative +1, Armor Class -2 (against enemies larger than humans), Projectile +1																									
<table border="1"> <tr> <td>TARGET AC:</td> <td>9</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td> </tr> <tr> <td>HIT ROLL NEEDED</td> <td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td> </tr> </table>				TARGET AC:	9	8	7	6	5	4	3	2	1	0	HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19
TARGET AC:	9	8	7	6	5	4	3	2	1	0															
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19															

Maar

An outgoing halfling

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name Shiris		Dungeon Master																								
Character's Name Shiris	Alignment Neutral																									
Class Fighter	Level 4																									
Armor Class -2	Hit Points 19																									
ABILITIES:		SAVING THROWS:																								
16 STRENGTH	+2	10 POISON or DEATH RAY																								
12 INTELLIGENCE		11 MAGIC WAND																								
9 WISDOM		12 TURN TO STONE or PARALYSIS																								
16 DEXTERITY	+2	13 DRAGON BREATH																								
7 CONSTITUTION	-1	14 SPELLS or MAGIC STAFF																								
13 CHARISMA	+1																									
LANGUAGES: Neutral, Common																										
SPECIAL SKILLS:																										
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TARGET AC:	9	8	7	6	5	4	3	2	1	0																
HIT ROLL NEEDED	+2	10	11	12	13	14	15	16	17	18	19															

Shiris

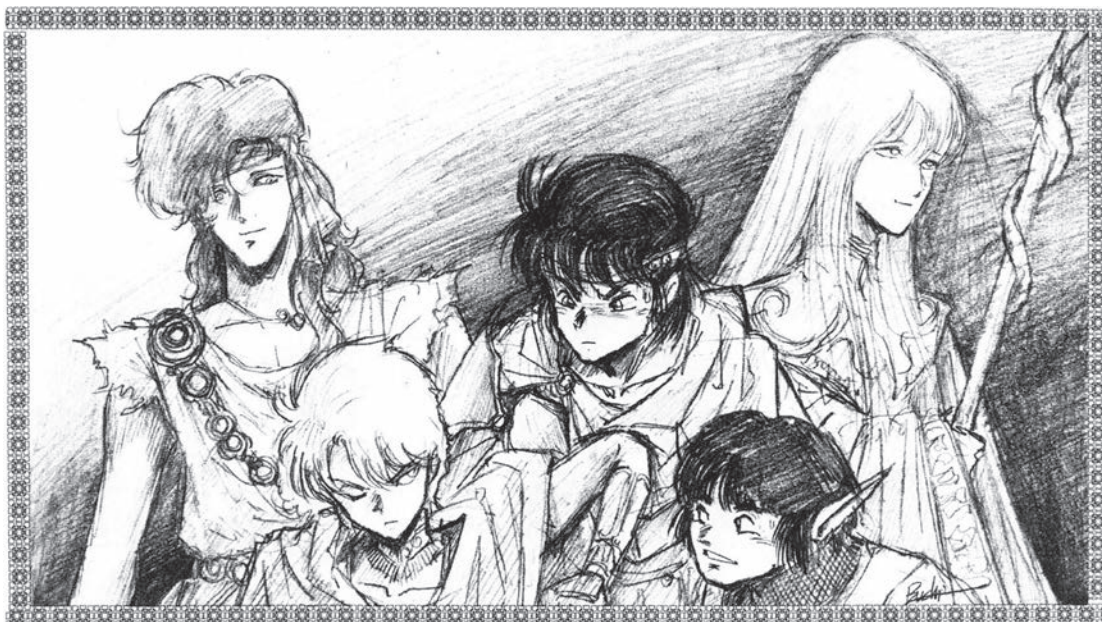
A masculine female warrior with strong abilities

DM: Thank you all for your well thought out personalities. I'll let each of you make use of them. So, from now on, I'll be calling everyone by their character name.

So, the beginning of the campaign...

DM: First, I'll give you a simple outline of the world where you find yourselves. All of you know that you live on a large island called Lodoss. There are other islands and continents besides Lodoss, but that doesn't matter to most of those living on Lodoss as they are satisfied with their lives there. However, the people of Raiden, where you currently find yourselves, live by trading with these islands and continents, so their status is of great concern to them. Lodoss itself is in a chaotic state right now. The time is about five years after the previous campaign, and Lodoss Island is still suffering from the wounds of the last war (called the War of Heroes). Raiden is relatively peaceful, but compared to before the War of Heroes, the land has become quite dangerous. It is filled with creatures ranging from kobolds to dragons.

Cecil: I see. Then we need apostles of justice like us. Okay, I'm burning for a fight.



Shiris: Well, you're a very dangerous person.

Maar: Magicians are all dangerous people... at least that's what we halfling's think, who have no connection to magic.

Orson: Let's focus on the beginning of the game rather than that. Why on earth are all of us going on an adventure together?

DM: Well, you haven't gone on any adventures together yet. And to be honest, you and your friends haven't even met. Now, let me tell you where you are. You all have come to a bar called the Sea Dragon Inn in the town of Raiden. Of course, this is your first time meeting, so please decide how you'd like to proceed. Here is the floor plan of the bar (see the next page). Everyone decide where you are in the room.

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name: Fourth Alignment: Neutral

Character's Name: Thief Class: 5 Level: 17

Armor Class: 4 Hit Points: 17

ABILITIES:

10	STRENGTH	___
12	INTELLIGENCE	___
10	WISDOM	___
18	DEXTERITY	+3
12	CONSTITUTION	___
16	CHARISMA	+2

SAVING THROWS:

11	POISON or DEATH RAY
12	MAGIC WAND
11	TURN TO STONE or PARALYSIS
14	DRAGON BREATH
13	SPELLS or MAGIC STAFF

LANGUAGES: Neutral, Common

SPECIAL SKILLS:

TARGET AC: 9 8 7 6 5 4 3 2 1 0

HIT ROLL NEEDED: 10 11 12 13 14 15 16 17 18 19

Fourth

A quiet thief with a good backstory

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name: Cecil Alignment: Lawful

Character's Name: Magic User Class: 4 Level: 24

Armor Class: 9 Hit Points: 24

ABILITIES:

8	STRENGTH	-1
14	INTELLIGENCE	+1
11	WISDOM	___
9	DEXTERITY	___
18	CONSTITUTION	+3
10	CHARISMA	___

SAVING THROWS:

5	POISON or DEATH RAY
6	MAGIC WAND
7	TURN TO STONE or PARALYSIS
9	DRAGON BREATH
8	SPELLS or MAGIC STAFF

LANGUAGES: Lizardman, Common, Lawful

SPECIAL SKILLS: SPELLS: Read Magic, Sleep, Magic Missile, Detect Evil, Invisibility, Locate Object

TARGET AC: 9 8 7 6 5 4 3 2 1 0

HIT ROLL NEEDED: 10 11 12 13 14 15 16 17 18 19

Cecil

An androgynous magic user with a temper

DUNGEONS & DRAGONS® Character Record Sheet

Player's Name: Mysterious Cleric Alignment: ?

Character's Name: Cleric Class: ? Level: ?

Armor Class: ? Hit Points: ?

ABILITIES:

?	STRENGTH	?
?	INTELLIGENCE	?
?	WISDOM	?
?	DEXTERITY	?
?	CONSTITUTION	?
?	CHARISMA	?

SAVING THROWS:

?	POISON or DEATH RAY
?	MAGIC WAND
?	TURN TO STONE or PARALYSIS
?	DRAGON BREATH
?	SPELLS or MAGIC STAFF

LANGUAGES: ?

SPECIAL SKILLS: ?

TARGET AC: 9 8 7 6 5 4 3 2 1 0

HIT ROLL NEEDED: 10 11 12 13 14 15 16 17 18 19

Mysterious Cleric

An unrevealed NPC with a compelling past

A mysterious group attacks, A magic battle begins

DM: Including yourselves, there are 12 customers in the inn and 4 servants working hard to deliver food and drinks to them. You especially take note of a group of five adventurers sitting at a table in the corner of the bar.

Orson: 12 customers? What kind of guests are there besides us and the group of five?

DM: At the table where Shiris is sitting, there is a woman who looks like a cleric. At the table in the back is a man in Plate Mail armor. By the way, the five people in the corner are wearing Leather, Plate, Plate, Plate, and a Robe, and one of those in Plate is an elf with a blue-black face.

Fourth: A Drow elf! That guy is probably tough.

Shiris: Hey, do I notice any good men?

DM: Uh, well... There's a guy at the counter who looks like a thief who's kind of handsome and a robed guy near the entrance who looks like a girl. They catch your eye.

Cecil: Like a girl!? (angry)

DM: The good looking thief at the counter (Fourth has Charisma of 16), glances at Shiris and smiles confidently.

Shiris: My beauty is also my curse. What the hell, I smile back when I see him smiling

DM: He grins and gives a friendly laugh. His laughter, which would normally be lewd, becomes strangely attractive because of his high charisma. While you're exchanging smiles with the man, the female cleric sitting next to you speaks to you in a whisper.

Shiris: What does she say?

DM: She warns you, "those men over there... they're evil."

Cecil: Hey, you evil people! I won't tolerate you. I cast Detect Evil!!

DM: Um, you couldn't hear what she said, so you don't cast the Detect Evil spell.

Cecil: In that case, I'll just drink some wine.

Shiris: I ask the cleric how she knows they're evil people?

DM: She says, "if you don't know who might pose a threat to you, you probably won't survive long in today's world. Of course, the method I used was magic."



Shiris: I tell her, thank you. But I'm neutral, so I don't get mad when I hear it.

Fourth: Since I'm not involved in this situation, I'm drinking. "Oi, Innkeeper, Ale!"

Maar: "For me too!"

DM: "Yes, Ale, certainly, good sirs," the innkeeper says. And as for not being involved, that's up to you when to start playing the game. Eventually, the five members seem satisfied and stand up from their seats. When one of the inn's servants hurriedly goes to present the bill, a warrior with a two-handed sword pushes him away, saying, "Don't make me laugh. You can't expect us to pay for such bad food."

Maar: He's really a bad guy.

DM: As expected, the servant who was pushed away gets angry. "Hey, you ate it! Who do you think you are?"

Orson: Something's about to happen.

DM: The servant tries to grab the warrior, but suddenly a slash from the warrior's two-handed sword cuts off the unfortunate servant's head. The severed head lands at Shiris-san's feet.

Shiris: It doesn't bother me. I lightly kick the head and roll it away, then slowly stand up.

DM: (What a great reaction)

Cecil: I'll use magic to counter their wickedness. I cast Sleep toward the center of them.

DM: So, roll for initiative against the group of five. They've noticed your extraordinary presence. They roll a 5.

Cecil: ...I lost!

DM: The enemy cleric shouts something, and suddenly the area around you becomes silent (see diagram B). From outside the zone of silence, you can still hear the voice of the enemy Magic User chanting "Asto Tarasak Shuraran Klinawy..." With the words of that spell, the inn-servant next to Cecil suddenly collapses.

Fourth: They cast Silence and Sleep spells! Does the magician do something like coughing after casting a spell?

(Translator note: the "coughing" probably refers to the Magic User Raistlin in Dragonlance)

DM: He doesn't (this isn't Dragonlance, idiot). That's all for the actions of the group of five. Is there anything any of you want to do?

Maar: Yes! I shout, "I can't forgive evil people," and throw a dagger at the Magic User.

DM: Give it a try. The Magic User's armor class is 9.

Maar: There's no way a halfling who has good dexterity can miss this. Damage 2.

DM: Next is magic. The female cleric beside Shiris stands up and casts a spell. Then, the sound becomes quiet around the enemy magic user. He's also Silenced.

Orson: I draw my sword and charge the men. This is my chance to make a name for myself.

DM: Then, the cleric who can no longer use magic attacks you. An unrelated man wearing plate armor in the back also charges the group of five with a sword in his hand. Immediately, the enemy Drow Elf moves to block him. They cross swords with a crash.

Fourth: They're fighting in an area where you can use magic?

DM: Yeah.

Cecil: Magic Users are useless without magic, so I'll quickly move out of the silenced area.

DM: Actually, you're having trouble trying to get out. The area is crowded with tables and people and those who have fallen asleep. You can't get out of the silenced part of the room until the next round. By the way, the enemy Magic User is also trying to escape from his own silenced area (See Figure C). Okay, the next round. Roll for initiative. They roll a 3.

Orson: I'll roll for it. I'm going to be the leader anyway, so...ah, it's a 2.

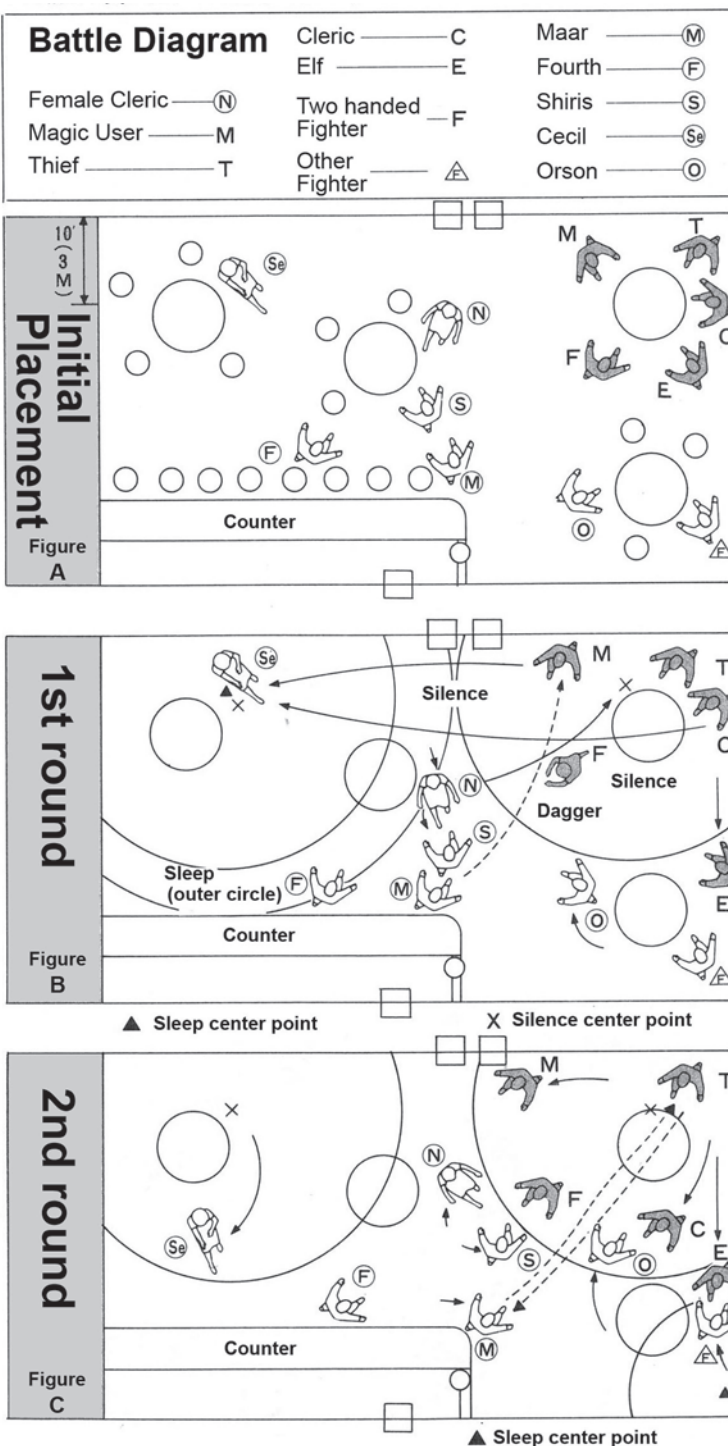
DM: Okay, they go first. First, the man wearing leather armor (a thief) throws a dagger at Maar and misses. Next is magic. The Drow Elf casts a spell. The warrior who was sparring with him and a nearby inn-servant who was trying to flee both fall down.

Fourth: It's a magic battle. Magic battles like this without fire balls or powerful attacks are pretty fun to watch.

Cecil: Stop acting like it's everyone else's business, and fight too!

Fourth: Hey, I'm a neutral thief. I haven't picked a side yet.

Cecil: ...



The Battle Ends & the Heroes are Victorious

DM: Next up is hand-to-hand combat. The enemy cleric swings a mace at Orson - failure.

Shiris: I'll take on the man with the two-handed sword. Since the man uses a two-handed weapon, his attack should be the last.

DM: Yes. And the female cleric also moves toward the man with the two-handed sword.

Maar: Before that, I throw a second dagger at the thief. It hits armor class 2. If it hits, the damage is 2 hit points.

DM: It's a hit. Next, it's your turn to use magic attacks, but there aren't any this round. Now, let's move on to your hand-to-hand combat attack.

Shiris: What's the armor class of the fighter with the two-handed sword?

DM: Three.

Shiris: Well then, I hit. Damage is calculated by adding +1 from my magic sword and +2 from my strength bonus to one 8-sided die... 11 hit points.

DM: (It's not over yet!) The female cleric misses. By the way, her weapon is a warhammer. So, your enemies counterattack. The fighter with the two-handed sword swings it at Shiris. It hits armor class 1!

Shiris: Well then, you miss!

DM: Okay... (she's so smug when she's right). So, please, Orson, your turn.

Orson: I hit the enemy cleric. Damage is 12 hit points.

DM: Hmm, the enemy cleric falls. In the next round, the enemy elf tries to finish off the sleeping warrior in plate armor

Orson: Well, now it's back to us. Initiative is 3 (see diagram D).

DM: You go first. Cecil can use magic.

Maar: Before he does, I'll try a projectile attack. I throw a third dagger at the thief in the back. It hits and he takes 4 damage.

Cecil: Okay, my turn? I cast Sleep. 12 levels worth of people are going to sleep, what happens?

DM: That's the center of the Sleep spell, and the area of effect is 40 feet. First, the enemy magician falls asleep. The fighter with the Two-handed sword also falls asleep. Everyone else is 4th level, so let's roll the dice and decide... Oh, the female cleric falls asleep.

Fourth: It's an indiscriminate way of using magic doesn't care about enemies or allies. If the opponent's level is high, it may not work on him. And allies sleep when their level is low.

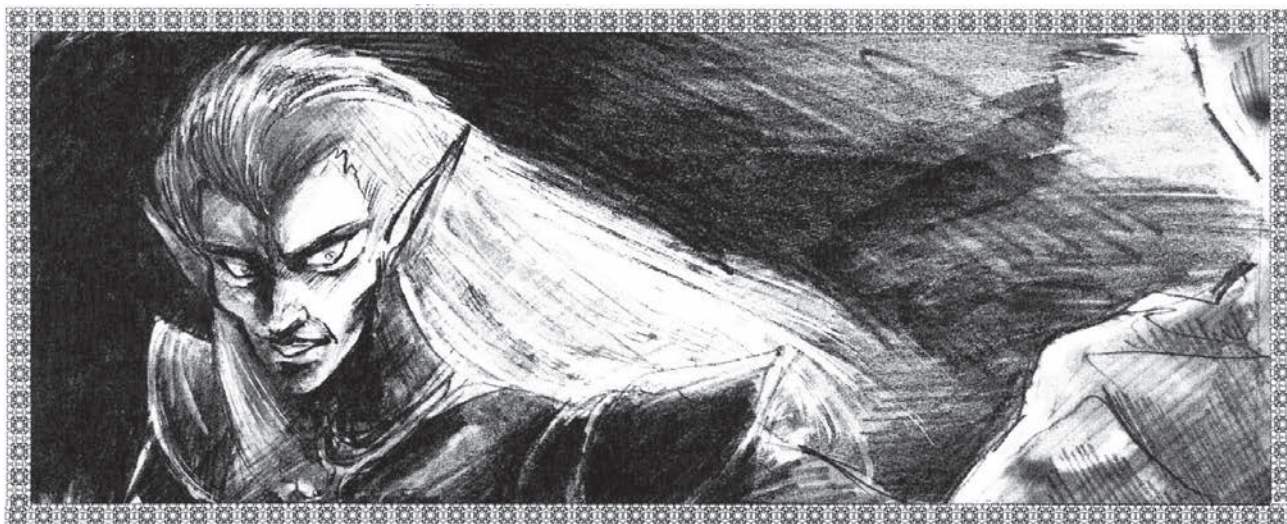
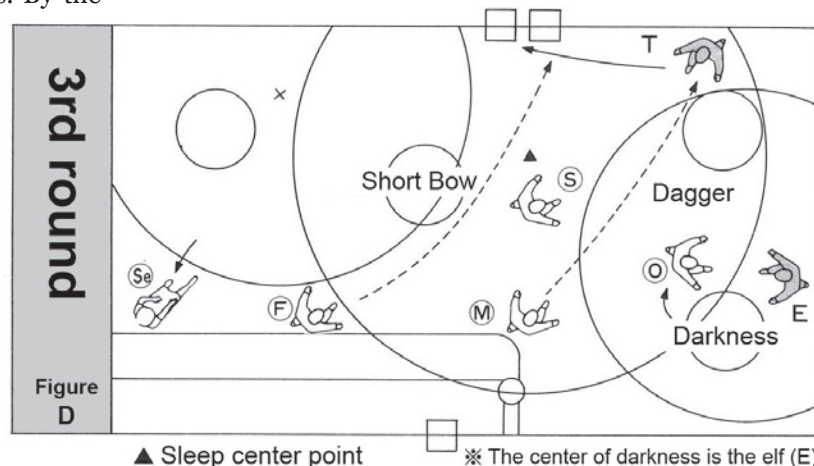
Cecil: It's okay because this time the result was good!

DM: Well, I'll let the rest of you continue.

Shiris: I deliver the final blow to the sleeping enemy fighter.

DM: Orson is slow with his two-handed sword, so it's their turn. The enemy elf casts a spell and the area around the elf becomes pitch black.

Orson: Darkness? Well, that's not going to save him.



DM: It's the enemy thief's turn. He doesn't think he can win, so he turns to run.

Fourth: I'm glad I'm on the winning side. I shoot my short bow at the fleeing enemy. I know we've moved on to hand-to-hand combat, but I haven't done anything so far this round, so that's okay, right?

DM: Yes. So, did you hit him?

Fourth: I hit him. Five hit points of damage.

DM: The thief is killed by the damage from your arrow.

Shiris: After I deliver the final blow to the sleeping warrior, I wake up the female cleric.

DM: Your final blow kills the warrior. The female cleric stirs and immediately delivers a final blow to the sleeping magician. All that's left is the elf. On to the next round. The elf tries to escape under cover of darkness.

Orson: I chase after him.

DM: Roll a 20-sided die and roll a number less than your Dexterity. If you fail, you'll fall in the darkness.

Orson: I failed!

DM: The rest of you hear a banging sound come from the darkness as Orson trips and falls.

Fourth: We can't hear him either! He's in a silenced area!

DM: ...

Maar: Get out of the way, I can see in the dark and my dex is high, so don't worry. I throw my hand ax at the fleeing elf's back.

DM: Yes, yes.

Maar: Hit! The damage is 7 hit points.

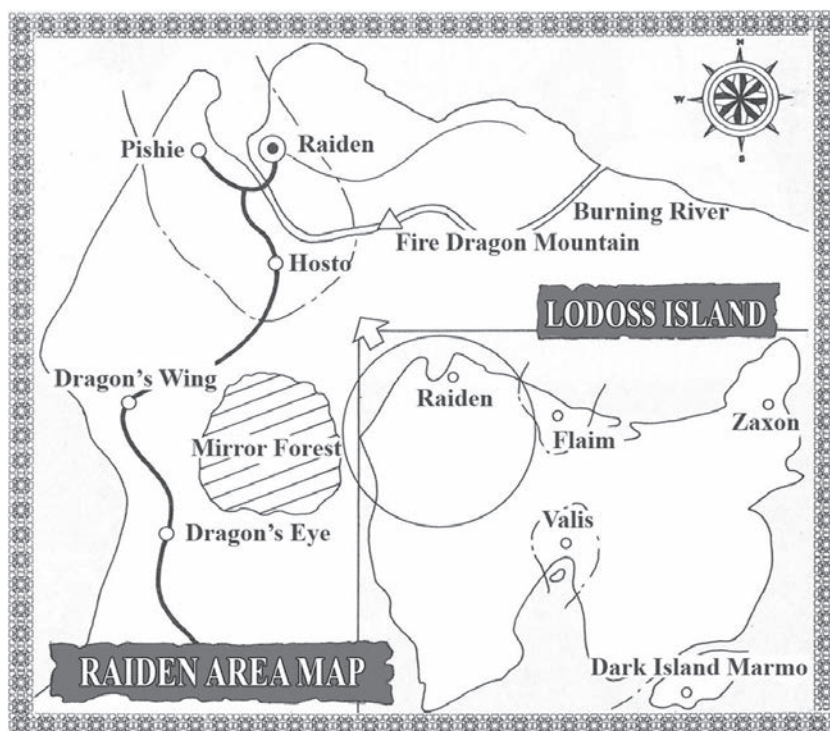
DM: Yes, yes. The elf has fallen. Eventually, the darkness and silence lift, and even those who fell asleep wake up. The staff at the restaurant begin to clean up, thank you and say that you will eat and drink for free. What's more, they give you some money, 10 GP each.

Fourth: "Thank you very much."

DM: Meanwhile, three adventurer-looking people enter the inn. One is plate mail. One is in a robe. The other, a woman, is in a simple dress. The woman in the dress doesn't look like a Magic User. She looks like a cleric with a holy symbol on her forehead. They begin to speak to you.

Fourth: What do they say?

DM: You'll have to wait for the next issue to find out.



News From Lodoss Island

Hello, this is DM. I hope you enjoyed the first live performance of our new story.

One thing I often get asked is "how does initiative (order of attacks) work," so I'd like to explain. Combat occurs in the following order. It's easy to remember once you get used to it.

- 1 First, members of the party with Initiative get to Move.
- 2 Then members of that party may make Projectile Attacks.
- 3 Next, spell casters in that party may use Magic.
- 4 Then, members of that party may engage in Hand-to-hand combat(excluding those with two-handed weapons)
- 5 Now the side that did not have Initiative gets to Move.
- 6 That side may then make Projectile attacks.
- 7 Then that side may use Magic.
- 8 Next that side may engage in Hand-to-hand combat (excluding those with two-handed weapons)
- 9 Next, those from the party with Initiative wielding two handed weapons may engage in Hand-to-hand combat
- 10 And finally, those from the other sidewielding two-handed weapons may engage in Hand-to-hand combat.

Also, we are looking for NPCs created by our readers. The selected characters will play active roles in the series, whether as enemies, rivals, or allies of the main characters. The best way to apply is to send us a well-written character sheet. However, the character cannot be used if it is too strong, so please create a suitable (and unique) character based on the sheets used for the main characters posted in this issue. Those who are selected will receive a special Comptiq T-shirt. Please apply to: Comptiq Editorial Department "Lodoss Island NPC Section" Yotsuya 1-chome Building 6F, 1-8-14 Yotsuya, Shinjuku-ku, Tokyo 160
In addition, please feel free to send us any questions or comments you may have about this series.

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ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

Episode II - Adventurer's Guild

This is the second part of an exciting series that recreates the actual gameplay of "D&D®" exclusively in this magazine.

Who are the trio who appeared before the main characters once they had defeated the evil group at the inn in Raiden? And what adventures await them? A new story on the island of Lodoss is about to begin, with a call to action that is sudden and strong!!

Three messengers appear with an offer to join their guild.

Fourth: Now, tell us. What do the trio say?

DM: They address all of you. They ask, "Are you the adventurers who people say exterminated the villains in this tavern?"

Orson: That's right (said with a lot of attitude, like a tough SOB).

Shiris: What are the three of them doing? Do we see any signs of them drawing weapons or trying to cast a spell?

DM: So far, there's no sign of that happening.

Cecil: Okay, I'll cast my specialty, Detect Evil (a magic spell that detects evil things).

DM: That's crazy. Of the three of them, the woman wearing the dress stiffens immediately as if she is surprised. The man who looks like a warrior puts his hand on his sword.

Fourth: I-I'll hide.

Cecil: Did the magic work?

DM: Oh, you get a strong feeling. The results are in. There's no evil among the trio, but the woman in the dress says, "Your Magic User doesn't have any manners. Or maybe he's just ignorant. If you use magic against others needlessly, you'll have to fight needlessly."

Shiris: Well, when it comes to Magic Users, most of them don't have any manners, and they're all dangerous people.

DM: "I'm a Magic User," the robed man says to Shiris.

Fourth: Mmm, I recognize that voice!

DM: Hehe, who am I?

Fourth: Slayn, the rotten Magic User! (Ah, I feel sorry for myself)

(Translator Note: the player playing Fourth played Slayn in the previous campaign)

DM: Exactly. But Fourth doesn't know about Slayn. He's not very famous.

Fourth: Hey!

Maar: Anyway, let's hear what they have to say.

DM: "I'll speak on behalf of my companions," says the man in plate armor stepping forward. My name is Shadam, and I am a mercenary captain here in Raiden. With the help of others, I have gathered adventurers and formed an adventurer's guild. I am the guild's master."

Fourth: Adventurer's Guild? Wow, just hearing the name "guild" gives me a headache.

Shiris: I'm sure you were given a Spartan education.

Maar: What does this adventurer's guild do?

DM: Our biggest goal is to fix this chaotic world. However, personal interests are also important. To that end, we provide introductions to quests, magical services, sword training, and a place to exchange information. Not just anyone can join - evil beings are not admitted. You also must be strong enough to be recognized as qualified, but we heard that you are heroes who meet such qualifications, so we came here.

Cecil: So, you're here to invite us join.

DM: That's correct. Adventurers like you who try to exterminate those who are evil, even at great risk, are worthy members of our guild.

Shiris: Is there a joining fee or membership fee?

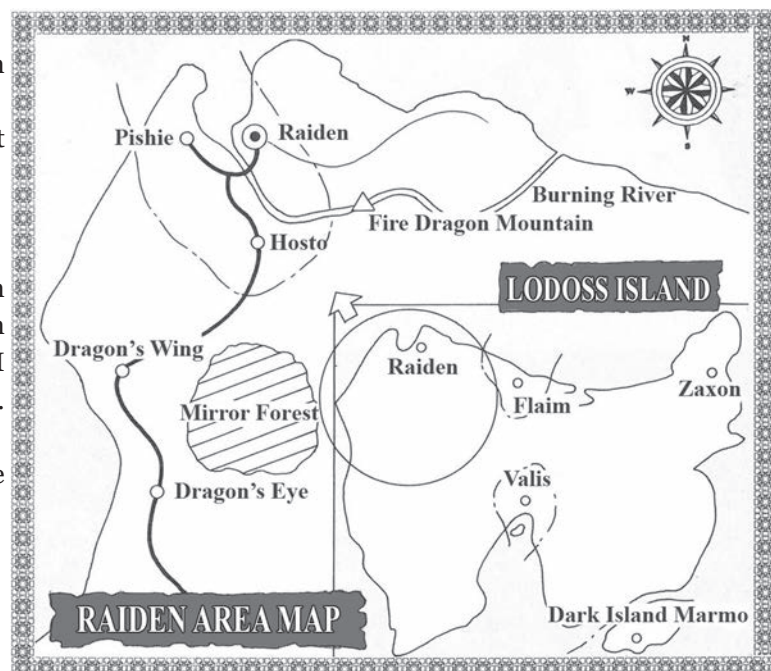
DM: We charge a certain amount to become a member. It costs 10 GP per person to join, but there is no further membership fee. However, 10% of the income earned from adventures undertaken on behalf of the guild must be rendered to the guild.

Orson: That's about right. But what are the benefits of joining your guild?

DM: There are so many. First, accommodations at the guild hall are free. When you level up, you can perform various types of training at half the normal price, and you can have the spell Raise Dead (a spell that brings the dead back to life) performed for departed comrades at half the usual price. What's more, the guild introduces adventures for various purposes for free, or requests them with compensation. If the adventure fails and the members do not return, a search party is dispatched to rescue or recover the bodies. Of course, in such a case, we will also perform the raise dead spell for a small fee.

Fourth: That's amazing.

Shiris: How many members do you have?



DM: Currently, there are 63 people including ourselves, the leaders. Approximately 12 adventuring parties are going on quests around Raiden.

Orson: Are there any other chapters?

DM: No. As you know, places other than Raiden are for the most part lawless areas. Now, what will you do? Will you join our guild?

Maar: It sounds a little fishy, but it's a good story.

Shiris: What do you say? Should we form a party as members of their guild?

Orson: Great! We're all finally comrades. The composition of the members is almost sufficient. We should ask the female cleric who fought with us to join our group. I say to her "Holy one, we need a cleric as a member."

DM: The female cleric accepts your offer and introduces herself. She

is a level 4 cleric. She says, "My name is Shari. I am a priestess of Myrri, the god of War. My holy purpose is to heal the wounds of heroes injured in battle and soothe their hearts.

Orson: Her alignment is probably neutral.

DM: Correct.

Orson: Anyway, now that we've formed a party, we should get on with the story. There doesn't seem to be any trap.



ORSON

A warrior and party leader, but his personality is not currently strong enough to be a true leader. As the story progresses, will he show potential?



SHIRIS

She is a strong female warrior looking for a good man. Her behavior is always surprising, and she is likely to become the DM's nemesis.



MAAR

A cheerful halfling. He is the party's mascot, but he seems to be the most reliable in battle.



FOURTH

A troublesome thief whose high charisma always gets him caught. Is he a trouble maker?



CECIL

Magician. Although he looks like a beautiful girl, he is a man who is only interested in defeating evil enemies.



SHARI

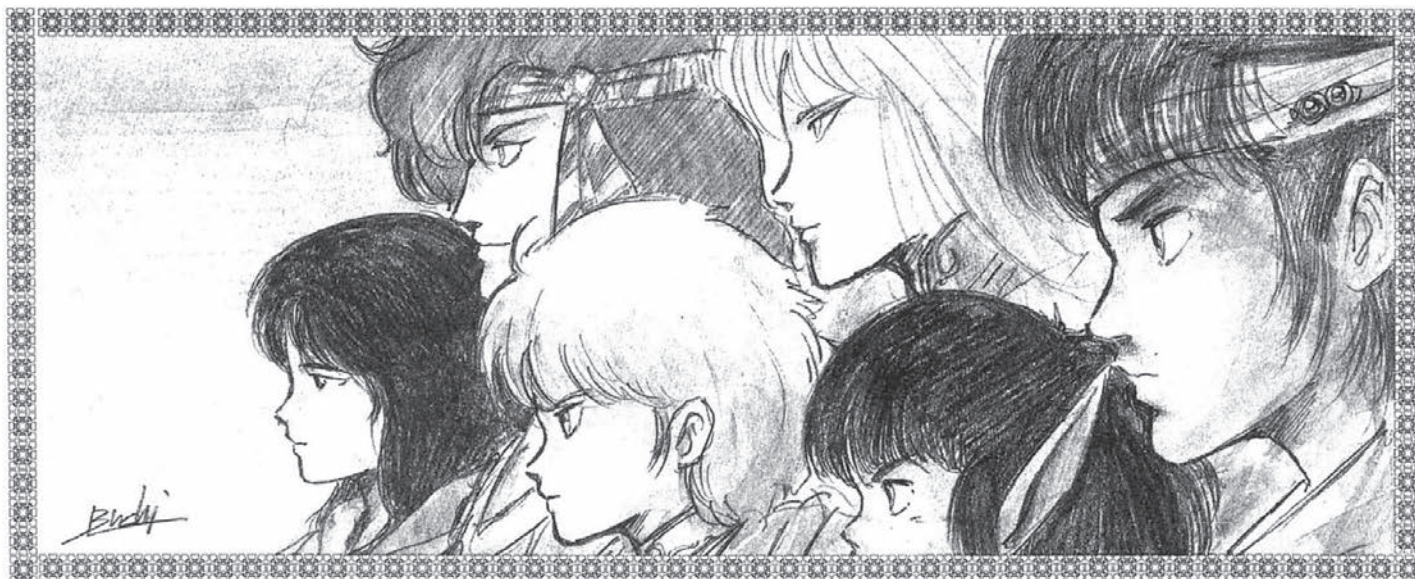
NPC female cleric. By chance, she ended up joining the party with the main characters...

Fourth: But there's a clue in this, I'm sure.

DM: Now you're second guessing. There's no foreshadowing. Just joining the guild and forming a party was the main point of this encounter.

Shiris: Well then, I guess we made the right decision to join. So, could you please guide us to your guild? I'd like to hear more details, but I'll ask them there.

DM: "Of course. Follow us and we'll take you to the adventurer's guild."



Nostalgic characters appear before the adventurers

DM: The adventurer's guild was built by remodeling the mansion of a merchant who died in the recent war. I don't know what you guys were expecting, but I hope you didn't think it would be a bigger building than that. Two men wearing plate armor, who look like guards, are waiting at the entrance, and the building is surrounded by a formidable stone wall. However, coming and going is very easy, and there is no sign that they are checking your identity. There is also a lot of foot traffic. The appearance of those coming and going varies from some dressed like adventurers to others who look like merchants. As Shadam leads you toward the mansion, everyone passing by bows their heads. Of course, you are let in without being checked.

Orson: And after that?

DM: You are led into the mansion and down some stairs to the basement. You then proceed to the farthest end of a magically lit hallway. The iron door at the end of the hall silently opens, and you are led through it. Then as the robed man, Slayn, leisurely speaks the words of a spell, a dazzling magical glow lights up the room.

Fourth: Continual Light? With a lamp that glows forever, the electricity bill must be low. It's the ultimate lighting.

Shiris: In today's world, all the light makers would be out of work.

Maar: Magic is great. But I still wonder what's wrong with halflings since we can't use magic.

Cecil: Aside from all that, what's the situation in here?

DM: The room looks like it's made of stone and is empty, save for a luxurious wooden table, surrounded by finely made chairs in the middle of the room. Shadam then sits down on the chair at the far end, and the other two sit down on either side of him. "Please, be seated."

Maar: Well then, let's sit down.

DM: "Fine, let us continue where we left off. But first, I must introduce my companions." When Shadam says this, the robed man and the woman in the dress stand up and bow slightly to you.

Orson: Well then, I'll bow too.

DM: First, the robed man greets you. "I am a sage and my name is Slayn. I will be responsible for teaching you new spells when you level up. Thank you for becoming members of our guild."

Fourth: Well, this is so nostalgic. It's great to be able to see him work so well in a setting like this.



DM: Well, it's been five years in this world since the end of the last campaign. Moreover, he has continued having adventures and become very strong.

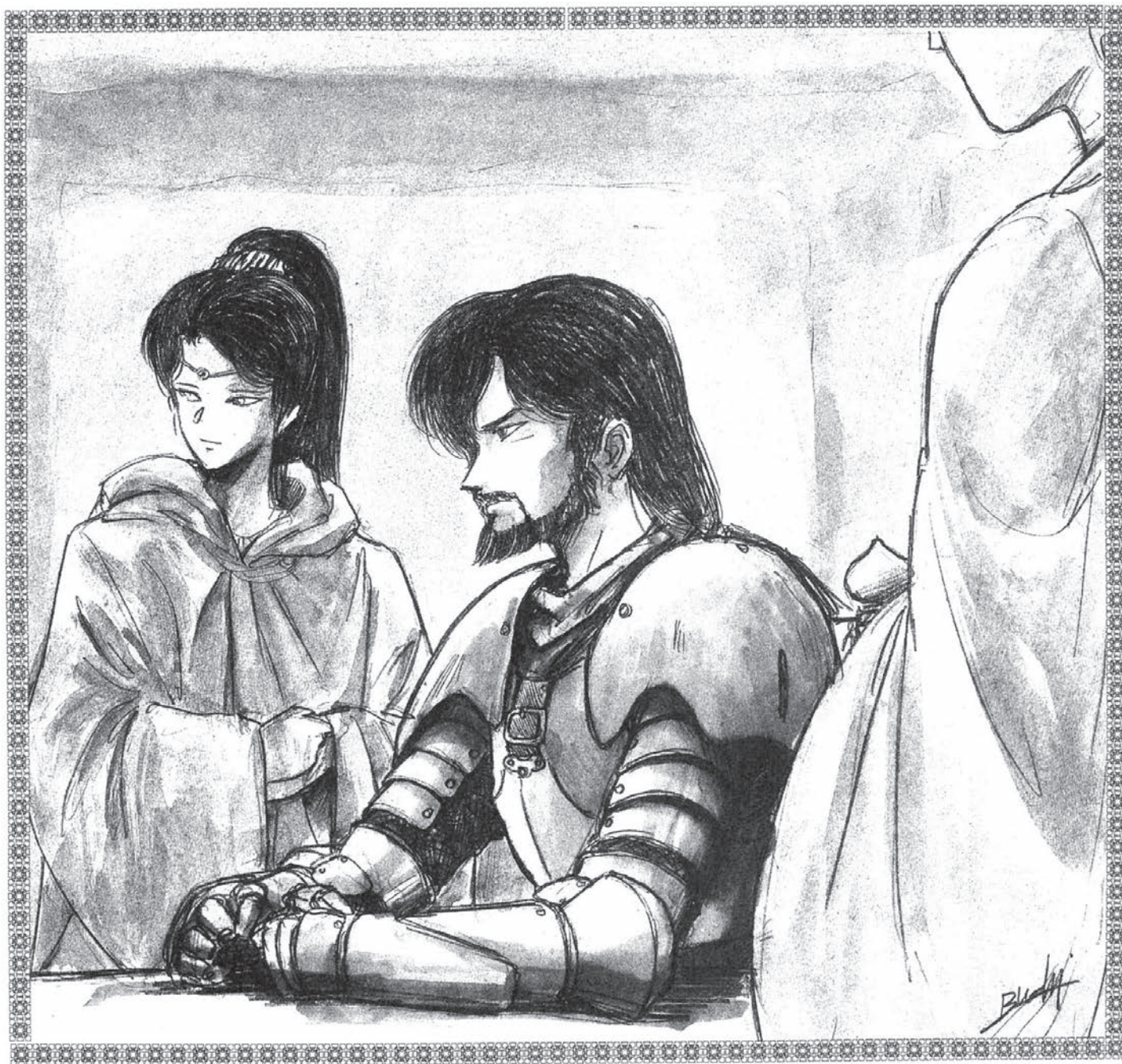
One way to introduce NPCs is to use previous characters, like Slayn in this instance. However, what you need to be careful about when doing so is to respect the character's personality, and also not to use them recklessly.

Players have attachments to their characters, so it bothers them when they see them being treated unfairly. As long as you keep that in mind, your players will know the person well, and there will be a sense of nostalgia, and they will likely develop a good impression of the NPC.

This campaign has the same location as the previous campaign, Lodoss Island, and takes place five years later, so I had Slayn appear in this special way.

Shiris: I wasn't in the last campaign, and my character probably doesn't know him either, so this is new information to me. Or is Slayn so famous that everyone knows about him?

DM: Unfortunately, he's not that widely known. Unless you serve some king or build a tower and retire, you probably won't become that famous.



Cecil: I say to him, "I think you should know that I'm from Alania and went on this adventure out of admiration for Etoh and Parn."

DM: That's right. Well, I hope Cecil is surprised.

Cecil: Oh, I'm surprised.

DM: (What a surprise)

Cecil: "Are you the sage Slayn who travelled with the hero Parn and the saint Etoh?"

DM: "They were not so great or famous back then, but yes, I am that Slayn." By the way, everyone should check their intelligence regarding Etoh. Successful people know Etoh's name. Etoh is the current king of Valis, a cleric king who is working hard to rebuild his country. However, Valis has become much smaller due to the recent war, and only rules

over a small area centered around Roid.

Maar: I wonder what the other members are doing?

DM: Come on. Instead, let's get back to the topic. After Slayn, it is the woman's turn to introduce herself. "My name is Leylia. I am married to the sage Slayn and I am a priestess who worships the Earth Mother Goddess Marfa. I am able to cast spells such as Raise Dead. However, I cannot teach magic to people who have a different religion, so please understand."

Fourth: Is that who Leylia is?

DM: Yes, she's a high-level female priest who was called Karla in the previous campaign (actually her body was controlled by Karla).

Birth of a new party and the first adventure

Fourth: She's better than him, isn't she? Ah, they're a flea couple.

(Translator Note: a "flea couple" is where, like fleas, the female is larger than the male. It is an Edo period expression, often comically used).

DM: I couldn't help but feel like I was back in the Slayn era. Don't worry. Even Slayn has raised his level quite a bit.

Fourth: I would hope so.

DM: Very much so, to be honest. After introducing themselves, Slayn and Leylia sit down. Then, Shadam takes over and starts talking again. "From now on, these two will be your strength." He waves and papers are placed before you by servants. "Here are the guild rules and membership application, so please fill out the necessary information and sign. There are penalties for violating the rules, so be sure to read them carefully."

Cecil: I read through the rules. Is there anything unfair about them?

DM: No. The rules are sufficiently fair and just. As long as you don't do anything evil, you won't be punished. There are some pretty bold rules, though, such as a clause that says it's okay to pickpocket people for money.

Fourth: Oh, that's good.

Shiris: Even though they value justice, they're pretty open-minded.

DM: In this world, the existence of thieves is accepted by society to a certain extent.

Shiris: Especially now, since it's as "safe" as we saw at the inn, I feel like pick pocketing is a pretty reasonable option.

DM: "Well, if you agree with the rules, please sign. However, you are free to withdraw from the group."

Orson: This is just too good to be true.

(Everyone signs)

DM: "Then, starting today, you are members of the adventurer's guild." Each of you is given a green cloth to prove your membership - if you wear it somewhere on your body, you'll gain the cooperation of your fellow guild members. Shadam clears his throat. "Well then, I would like to request a quest from you right away..."

Fourth: What, already?

Shiris: That's pretty fast. Still, I'd like to hear what it is. I'm hungry for adventure.

DM: According to Shadam, the request is simply to exterminate a nearby pirate encampment. A pirate ship has recently appeared off the coast of Raiden, and Raiden's guards have been looking for the pirates' hideout. Recently one of the guild's members happened to be on the way back from another adventure and found the hideout. Shadam says, "I could report this to Raiden's guards and leave it to them, but of course it would be better to exterminate them directly and allow members of the guild to liberate whatever treasure they find as a reward. I think this is the perfect job for your first adventure as guild members."

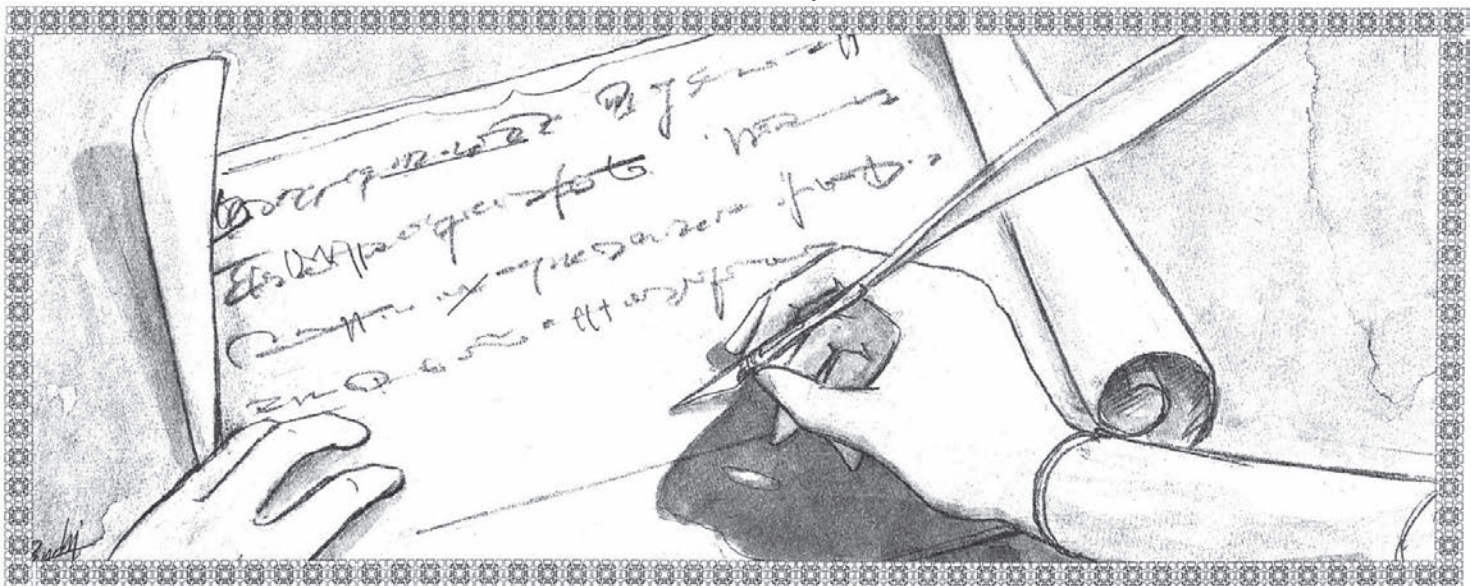
Orson: Is there a reward?

DM: Not from the guild. However, you can keep 90% of the pirate's treasure for yourselves as per the regulations. They aren't pirates on a big scale, and they probably aren't that dangerous. However, the reward seems to be more than enough based on their recent acts of piracy.

Shiris: In that case, we accept it. What is the reaction of our NPC cleric?

DM: Shari just shrugs.

Cecil: Pirates are bad. That's why I'm so excited about this story.





Shiris: It sounds like there's more to this than face value, but it doesn't sound too bad. Shall we go?

Orson: Let's go. For now, just exterminating pirates is fine.

DM: So, do you want to set out on the quest now? Or do you want to stay in the guild hall tonight?

Maar: After today's battle, let's have a pre-celebration at the guild hall tonight so we can get to know each other. Let's do some singing and dancing, which by the way, I'm very good at.

Orson: Singing and dancing aside, I agree with that plan. So,

we'll spend tonight at the guild hall. I'll get us one room.

And I don't mind paying for it, so please prepare some fine drinks and food on me. Let's make some noise!

DM: Understood. Well then, you'll stay here for the night. Please raise your spirits. It takes 3 days each way to get to the pirate's hideout, which is quite a long journey.

Shiris: That is quite far away. Is there a road?

DM: It's more like a narrow trail.

Shiris: In that case, we should go by horse. I ask Shadam for the loan of a War Horse.

DM: "It shall be ready for you tomorrow. Also, there is someone who wants to travel with you. I'll introduce him to you later."

Cecil: What kind of person is he?

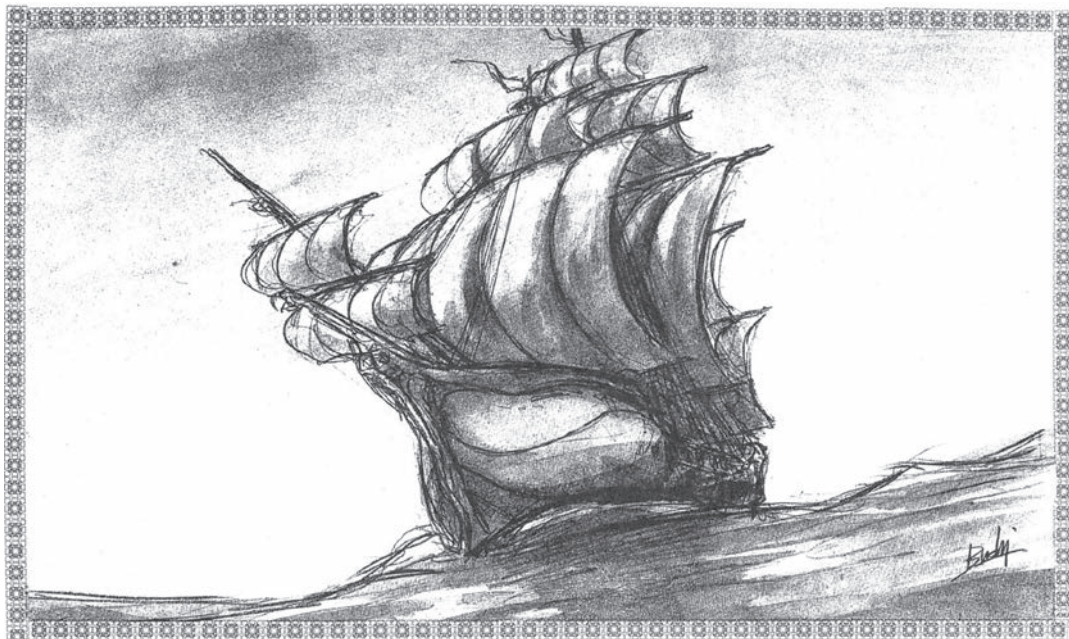
DM: "One of the guild members. He is an independent adventurer who is not part of any party, and like the female warrior there, he is hungry for adventure."

Orson: That's reasonable. Our enemies will likely be pirates in large numbers, so anyone who can fight beside us against them is welcome.

DM: Okay. Since that's decided, we'll have a banquet tonight. And tomorrow the adventure begins. What exactly it entails and what is waiting for you will be revealed... Next time!

Fourth: I'm looking forward to next month's session.

(Continued in the next issue)



News From Lodoss Island

Hello, this is DM. I hope you enjoyed the first performance of our new story. One thing I often hear is that some people don't quite understand how initiative (order of who attacks) works in Record of Lodoss War, so I'd like to explain. Just play the game in the following order. It's easy to remember once you get used to it.

- 1 First, members of the party with Initiative get to Move.
- 2 Then members of that party may make Projectile Attacks.
- 3 Next, spell casters in that party may use Magic.
- 4 Then, members of that party may engage in Hand-to-hand combat(excluding those with two-handed weapons)
- 5 Now the side that did not have Initiative gets to Move.
- 6 That side may then make Projectile attacks.
- 7 Then that side may use Magic.
- 8 Next that side may engage in Hand-to-hand combat (excluding those with two-handed weapons)
- 9 Next, those from the party with Initiative wielding two handed weapons may engage in Hand-to-hand combat
- 10 And finally, those from the side which did not have initiative wielding two-handed weapons may engage in Hand-to-hand combat.

For "Lodoss II", we are looking for NPCs created by our readers. The selected characters will play active roles in this series, whether as enemies, rivals, or allies who fight alongside the main characters. (I'll leave it to you). The best way to apply is to send us a character sheet with data written on it. However, the character cannot be too strong, so please create a suitable (and unique) character based on character sheets posted in this issue. In addition, those who are selected will receive a special Comptiq T-shirt. Please apply to the address below. Comptiq Editorial Department "Lodoss Island NPC Section" Yotsuya 1-chome Building 6F, 1-8-14 Yotsuya, Shinjuku-ku, Tokyo 160
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ロードス島戦記

Record of Lodoss War II

D&D®誌上ライフ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

Episode III - The Pirate's Fortress

This is the third part of an exciting series that recreates the actual gameplay of "D&D®" exclusively in this magazine.

The heroes have joined the adventurer's guild and are heading out on their first adventure. Their destination is a den of pirates who are ravaging Raiden. Can you die without having read this?

A man searching for a golden sword appears

DM: So you are guided to the “Strange Dragon” bar on the first floor of the Adventurer’s Guild. On the way, the guild master, Shadam, leaves to attend to other business. So, Slayn-kun and Leylia-san take you and the others to a bar.

Maar: “Alcohol! Alcohol! Barkeeper, I’ll have a glass of ale.”

DM: Oops, Maar’s cheerful voice gets the attention of the man behind the counter, probably the barkeeper. He laughs and turns to Maar. “You shouldn’t drink alcohol, kid” he says, but he starts pouring ale into a mug for Maar anyway.

Orson: He’s a very cheerful guy. I’ll also have a drink. Beer is nice, especially when it’s cold.

DM: Everyone orders their own food and drink. After a while, the ordered items are brought to the table where you are sitting. And although Slayn and Leylia don’t seem to say a word, milk is brought to Slayn and red wine to Leylia.

Shiris: As expected, they are regulars.

DM: Yes. Then, the bar owner comes to greet you. “This is the first time I’ve seen your faces, but you must be new guild members. I am the owner of this bar, and my name is Store. We’ll probably see each other many times from now on, so please feel at home.” Then he introduces you to a girl wearing an apron, saying, “This is my daughter, Mirna. She’s helping out here, so let her take care of the ordering and anything else you need, but please refrain from making any advances on her.”

Fourth: Don’t worry. Actually, I’m afraid of women.

Shiris: Liar!

Fourth: It’s true. Please believe me. Curse my too conspicuous charisma, oh, I just hate my good looks. Thanks to that, I’m an incompetent thief who can’t even pickpocket properly.

Cecil: I’m kind to women. I greet her politely.

DM: Store’s daughter seems a little embarrassed by Cecil’s greeting. And she just says, “What a beautiful female magician.”

Cecil: Damn it, I’m starting to hate this woman!

DM: Store’s daughter has no idea why Cecil is suddenly so angry, though she doesn’t seem to care much. She passes out the requested drinks to everyone.

Shiris: Well, she’s a good girl. From now on, let’s look out for her.

Maar: Has Shiris also awakened to maternal love? I don’t think so.

Shiris: No. I love handsome men. And adventure.

Orson: Oh, speaking of adventure that reminds me. If I remember correctly, there’s a man who wants to go on this adventure with us. We need to be introduced to him.



ORSON

Party leader and warrior. He seems more thoughtful than his predecessor, Parn... but is he?



MAAR

A pointlessly cheerful halfling. He loves to show off his favorite songs and dances.



SHIRIS

A cute female warrior. She has an eye for good men, and when she gets mad, she has personality that is unpredictable.



FOURTH

An incompetent thief with high charisma who has the unique problem of standing out too much.



CECIL

A beautiful magician who is often mistaken for a woman but is actually a hot headed and reckless man.



SHARI

An NPC female cleric. She seems like she’s reliable, but this has not been tested. Is she a flower in the shade waiting to bloom?

DM: That’s right, I almost forgot. Well, Slayn gets up from his seat and speaks to a man at another table. A conversation passes between them for a while, due to Slayn’s slow conversational tempo, and then the two return to your table. Cecil: I size him up. What kind of man is he?

DM: This person that Slayn introduces you to is, uh, his name is Silver. “He’s a rogue adventurer from our guild. Sometimes he works with groups of other adventurers performing



services for the guild.” At first glance, the man looks dazed, but don’t worry, he’s definitely skilled with a sword.

Orson: What’s his level?

DM: 6th level. But Orson can only sense his strength. There’s no way anyone in this world would know what their level is.

Orson: That’s right. But is this guy stronger than me? I am the leader of this party after all.

Shiris: If you’re only fixated on being the leader of the party, it’s unlikely you’ll ever become king.

Cecil: That’s right.

Orson: Leave me alone. I have my own way of doing things.

Fourth: You don’t say?

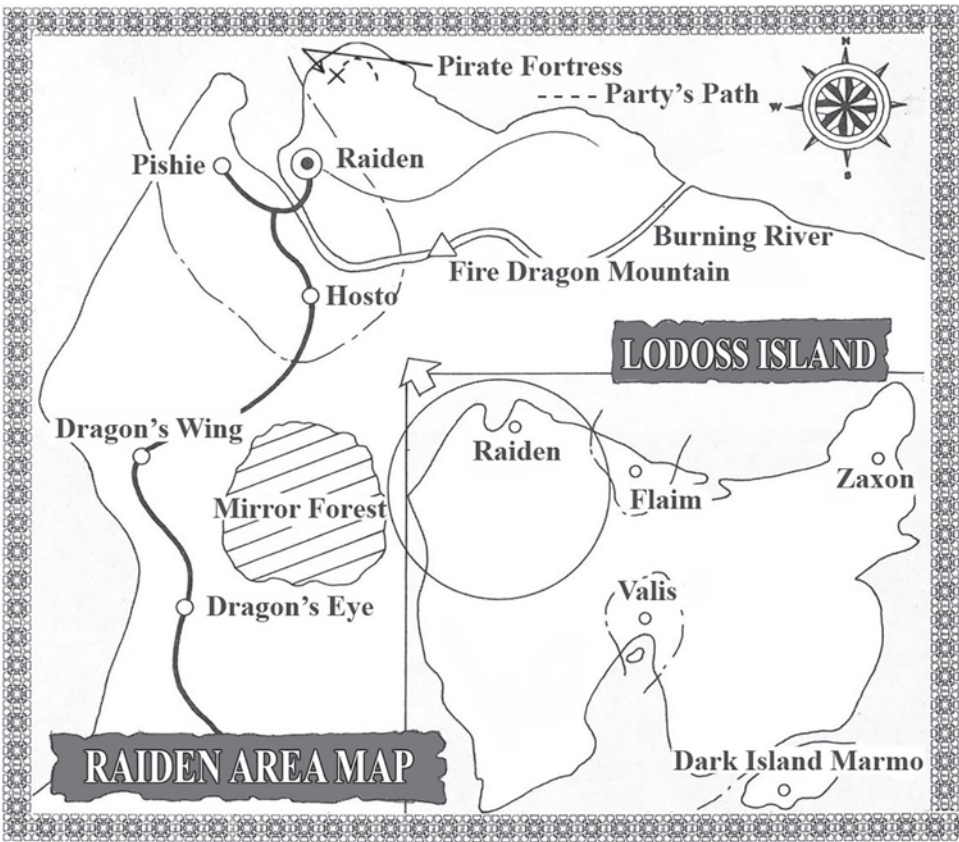
Orson: Ugh.

DM: Come on, children. Please stop bullying the slow turtle. In exchange, I’ll give you this horsefly that’s attached to a grasshopper.

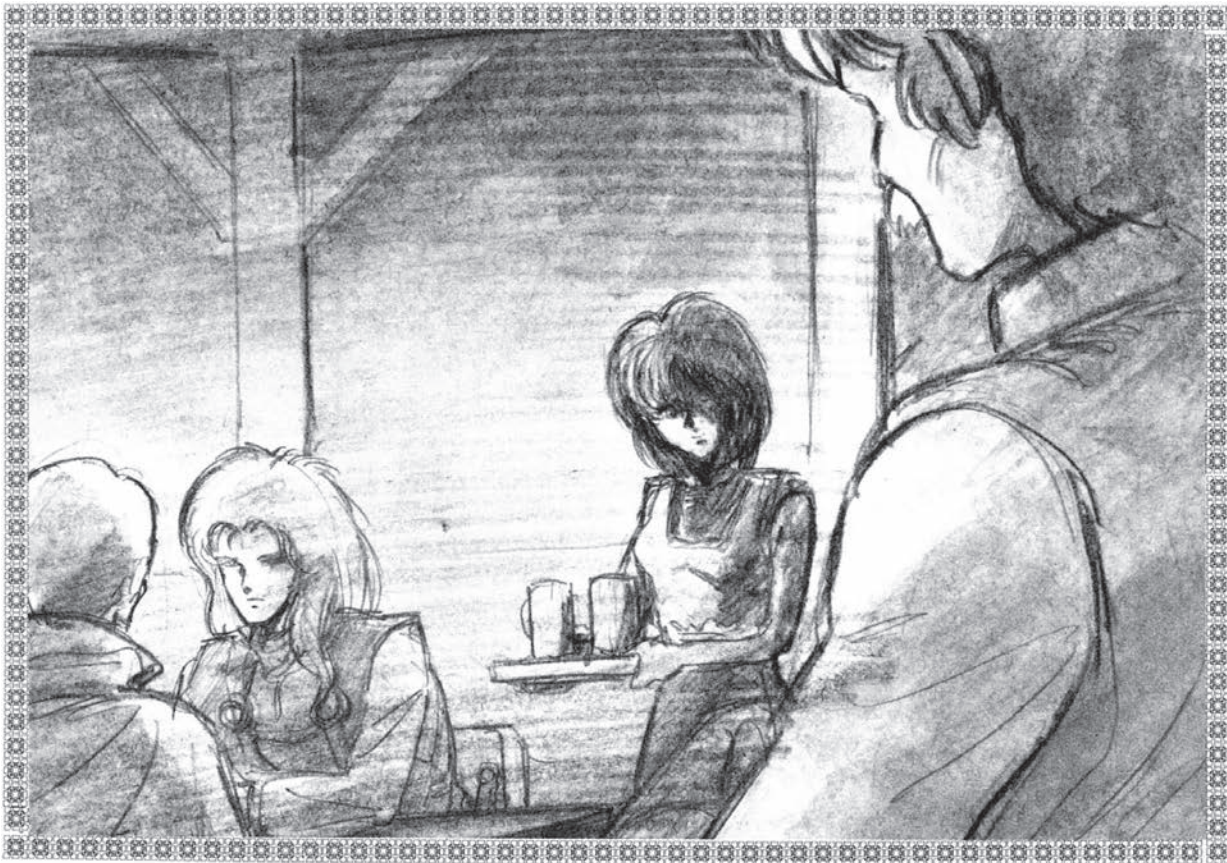
Everyone: ...

Maar: What is it?

Shiris: Well, don’t worry about that. Instead, let’s play the game. First, I’ll introduce myself to the man. Of course, only if he’s a good man.



DM: He seems to have a lot of charisma, but it’s difficult to judge whether he’s a good guy or not. The man bows slightly to Shiris, and says, “I’m seeking the Golden Sword. Does that name sound familiar to you?”



not by reading and memorizing them from a rule book.

However, this is quite difficult to say (almost impossible, especially for veteran players). The best thing to do is to avoid reading the master rulebook unless you are a master. I think you can enjoy the game more if you don't know anything, especially about monsters and items.

I think the most important thing in role-playing games is not how much you remember the rules, but rather how much common sense you use. There are actually quite a few players out there who would do

something like say, "Hey, we're in town. Let's go rob a bank." But even a typical thief in the game would know that's a pretty stupid idea and bound to get you killed.

DM: Silver is a pretty quiet guy, and he doesn't seem able to talk about anything except the Golden Sword. Slayn tells you a little more about the man. According to his story, Silver has lost all of his memories from before the last year. So, he doesn't even know why he's looking for this "golden sword."

Shiris: He's someone who repeats his past.

Fourth: I wish I could forget my past.

Cecil: Not everyone in the world is as brainless as you.

Fourth: Pardon me for breathing, miss.

Cecil: Who are you calling a young lady!? Those are fighting words! I start casting a spell!

DM: What are you guys arguing about? Anyway, that's the kind of person Silver is.

Maar: I tell him, "No matter who you are, as long as you are strong and righteous, we welcome you." Then I introduce myself and perform my best song and dance. "I'll sing a halfling song. It goes, ♪Halfling, halfling, Yahoo, Yahoo! Come on, it's a party♪."

DM: Unfortunately, it doesn't seem like it's a good time to make a lot of noise right now, because there is a diva named Lucia in this inn, and it's her time to take the stage. When she starts singing, the previously noisy atmosphere

Rushing into the pirate fortress

Shiris: No, because I haven't read the whole rule book.

DM: That's not the point. And even if you had read about it in the rule book, you couldn't talk about it in-character.

Shiris: Why?

DM: Let me explain why. While the player can read the rule book, the character cannot. There are many things that the player knows that the character doesn't. This is also written in the rule book, but it means that there is a difference between what a player knows and what a character knows. For example, if you see a skeleton for the first time, you have no way of knowing what its armor class is or how many hit points it has.

That's why you can't devise a strategy, like knowing that casting magic would be a waste because skeletons are weak and you can just hit them with your sword. However, since skeletons are famous monsters, a player can probably guess their strength and whether things like sleep work on them. However, there's no way novice adventurers would know about a particular Monster's special abilities or that only magic weapons are effective against gargoyles. These are learned through the character's experiences,



in the inn changes completely, and the only sound other than her singing is that of people absently bringing glasses to their mouths. The songs she sings are quiet ballads, and they have a mysterious charm that touches the hearts of adventurers. Leylia and Slayn also quietly listen to her song. I think it would be safer to tone down the revelry until after she finishes singing.

Shiris: If that person's singing is truly amazing, I'd be happy to listen to her.

Maar: Well, I'm not happy!

After that, the adventurers had a party and a great time, and the next day everyone had a hangover (with the exception of the halfling Maar, of course). After visiting shops in the morning and making preparations for their adventure, they departed from Raiden in the early afternoon.

As expected, these Expert level warriors encountered monsters three times along the way, but were able to fight them off without too much damage (although they didn't make any money either).

They camped twice on the way, and on the third day, around noon, the adventurers finally arrived near the pirate fortress they were aiming for.

DM: Well, it looks like you've reached your destination. There is a small cliff on the left side of the road you are walking on, and the sea is right below. There is also a cliff heading upwards on the right side, but this one is a small rocky mountain with a strange, rugged shape reminiscent of a coastline. On the rocky mountain in front of you on the left, you can see what looks like a pirate lookout tower. It is equipped with a ballista (a huge fixed crossbow). There are two guards there. A little further on, you see that the road curves into a rocky mountain and enters a cave. From inside the cave, the bow of a ship juts out into the sea. Its bow is covered with hammered iron, indicating that it is a battering ram (an anti-ship weapon used to ram an enemy ship and sink it).

Orson: I wonder if the guards noticed us.

DM: Well, (the dice are rolled behind the screen as a "hidden roll") you don't think they have at the moment, but you can't be sure.

Fourth: Well then, let's hide out of sight of the lookouts and plan our strategy.

Shiris: You're just a sneaky pirate at heart yourself, aren't you? They're probably easy enough to just fight head-on.

Orson: But it never hurts to be cautious.

Maar: First, we have to kill the guards. Is it possible to approach them using the rocky slopes as cover?

DM: It seems a little difficult to get there without being

seen. But if the thief tries Hide in Shadows, that's a different story.

Fourth: Tut-tut (waving fingers), please. I-I'm a high-ranking thief.

Shiris: Even so, if you try to do things that you're not used to, you might not succeed. Even if Fourth approaches, there's nothing he can do once he gets there.

Cecil: He could approach them and distract them while I cast a spell. I have "Invisibility" and "Sleep" ready.

Orson: What about any other magic?

Cecil: I have "Magic Missile," "Locate Object," and two "Detect Evil" spells stored in my Spell Ring.

Maar: That ring was given to you when you created your character.

Cecil: Yes. That's why I can use more magic than a normal Magic User. So, let's go.

Orson: Wait a minute. I feel like it would be a waste to use invisibility and sleep here. I would like to use it when more of them come out.

Cecil: Then think of another way.

Fourth: If it were Parn, he'd just shout "Attack!" and charge them.

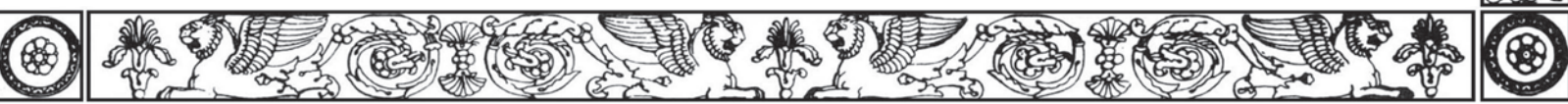
Shiris: If there's no other way, I guess it can't be helped.

DM: (There really is another way)

Orson: You're right! Our opponents are only pirates after all. We have plenty of hit points!

Fourth: Here we go again. The pattern is no different than the last campaign - goodbye then, don't forget about me.

Cecil: No one knows the future. Do you want to get left behind or do you want to fight some pirates? Now, let's go. "Kill chaos!"



What will happen in the melee!?

DM: I didn't expect it, but it seems like you're really going to attack. In that case, the guards naturally notice you. First, the ballista fires (if they keep doing reckless things like this, a Dragon Mark will be waiting for them).

Fourth: By the way, I'll be following from behind. Way behind.

DM: Understood. Next to you is the NPC cleric Shari. It seems that she agrees with your strategy.

Shiris: Even though she doesn't say much, She acts decisively. What about the other warrior?

DM: He's either brave or reckless. He's firmly in the lead.

Shiris: In that case, charge too. Is a ballista more accurate than a bow and arrow?

DM: (This is sweet, about 10 times sweeter than sugar) A ballista hits more easily than normal weapons, and the damage is huge at $D10 + 6$. I need know where the rest of you are. Please show me this with these metal figures.

DM: Hoi-hoi. There are 7 people in total. Now, let's lower the probability for the people coming from behind and decide who the ballista fires at. By the way, the ballista is on a bit of a hill, so it can easily hit any of you.

(This is where you have to roll the dice seriously. In this case, the ballista aimed at Cecil.)

Fourth: Who does the ballista fire at?

DM: Toward the Magic User Cecil. So, I guess the pirates got their aiming right. The damage is 11 hit points.

Cecil: Ouch. But I have 24 hit points. I'm still okay.

Fourth: That's a lot of hit points for a magic user who looks like a woman.

Cecil: I have a high Constitution, so it's only natural that I have a lot of hit points.

Fourth: Hey! Can we stay focused on the immediate problem of exterminating the pirates. Before the ballista sets the next arrow, I also attack the guard loading it with my bow and arrow. Hey! I hit up to Armor Class 2.

DM: Even considering the penalty for shooting from the bottom of the cliff, that's a valid result. What about the damage?

Fourth: 5 hit points damage.

DM: The one loading the ballista goes down.

Cecil: I won't give the other idiot a chance to fire again. I'll use Magic Missile in the next round.

DM: Feel free to do that. However, this round, the remaining Pirate-kun can do other things besides loading the ballista.

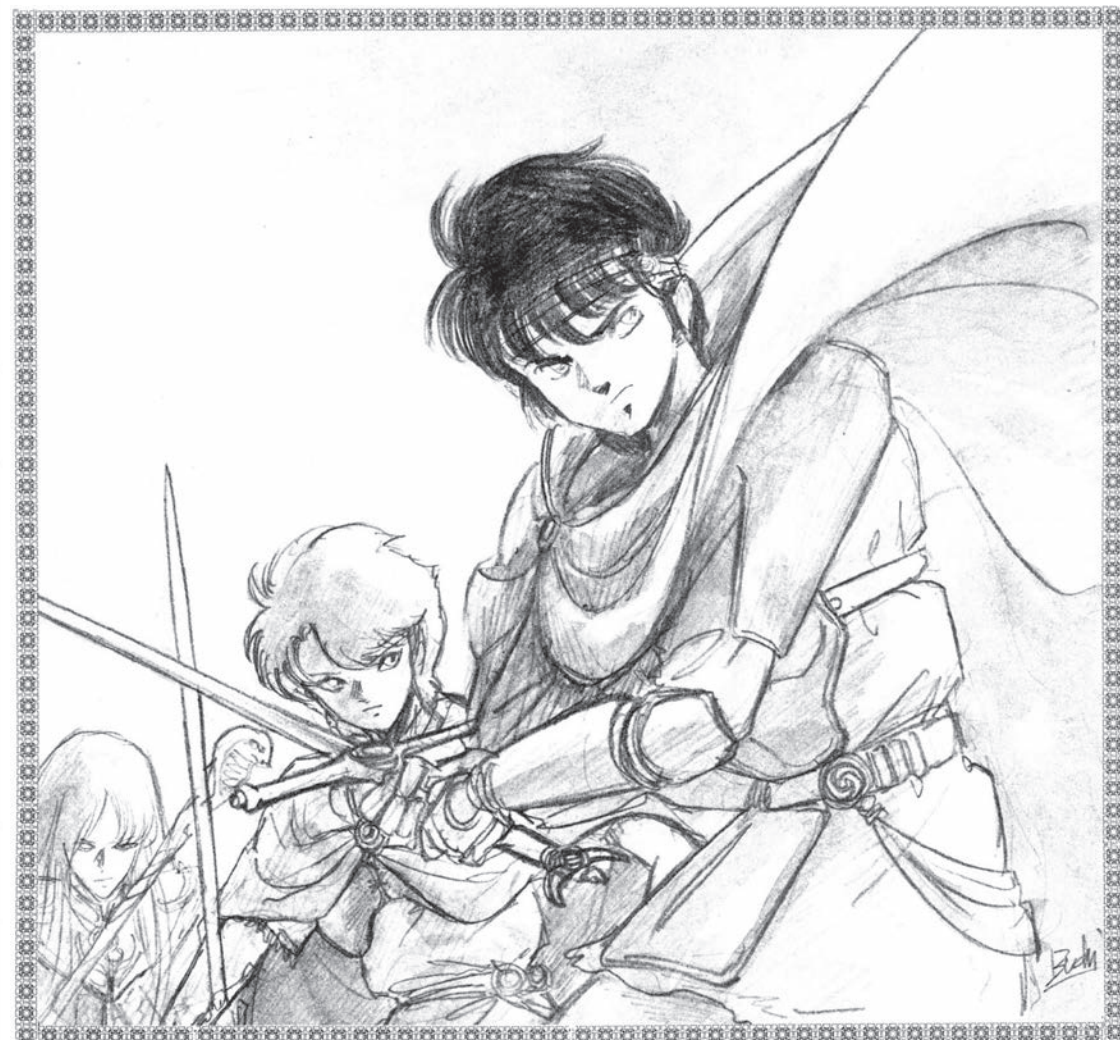
Orson: Oh, what's that?

DM: He's shouting, "Enemy attack!" at the top of his lungs. Maar: We're dead.

DM: (No matter what, if you use reckless tactics, things like this will naturally happen.)

Cecil: Fine, then. I shout "Come out, pirates, where we can deal with you!"

DM: (A bold move) In the next round, five or six pirates emerge from the cave below. And about the same number also appear at the lookout tower.





Fourth: This is going to be a flashy battle. I'll take out my "climbing rope" from my backpack.

DM: Shari's voice call out from behind you. "Ignore the ones above and start defeating the enemies below. If a melee breaks out below the tower, they won't be able to use the ballista."

Orson: As expected, she is a cleric who serves the god of war. They get really excited when it comes to battle. However, I'm also the kind of person who gets excited when it comes to battle. I go berserk (fighting like a berserker)!

DM: (There's no one in this party who's sane.) Even the NPC warrior with you is charging like Orson, shouting things like "Where is the Golden Sword?!!" Are there any other actions this round?

Cecil: I can't afford to fall behind everyone, so I can't cast any magic this round. I run and follow.

DM: The enemies have just appeared, so their actions this round are no different. However, Shari stops running and starts chanting a spell. Before you enter melee combat, she intends to cast "Bless" on you.

Shiris: What a wonderful person.

Maar: Come on, let's battle! It's getting exciting.

DM: I'm sorry for getting you so excited, because we're going to have to discover the outcome of the battle in the next issue.

Fourth: Janjan. ("Ding-ding" like the sound of a bell at a boxing match)

(Continued in the next issue)

News from Lodoss Island

Spreading the word, this is an official announcement.

"NPC recruitment" has closed.

Thank you very much for your applications.

But the "Lodoss Island Character Contest" is still going on. Write your favorite Lodoss character on a postcard and send it to the "Lodoss Island Character Con Section" in the editorial department. I'll be waiting.

This month's special NPC

Hello, I'm a slightly tired DM, also known as the Dungeon Master. Starting this month, NPCs sent in by readers will begin to appear.

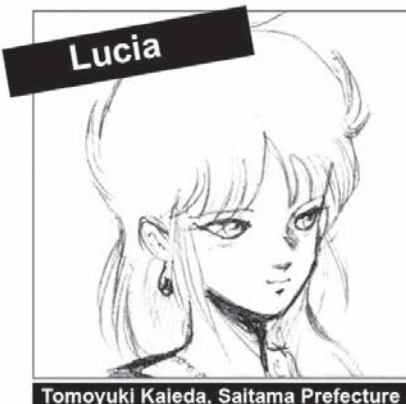
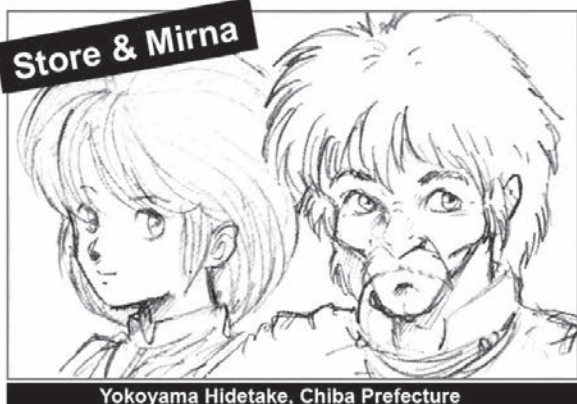
The top contenders are the four below.

Mr. Yokoyama, the creator of Tavern Father and Daughter, also sent us other characters that seemed to have some quirks, such as a minstrel, a curse master, and more. The attached illustrations were very nice.

Mr. Kaieda is the creator of the songstress Lucia. I'm sorry that I changed her backstory a little (she was originally the bar owner's daughter and singer).

Mr. Sato created Silver. As per his request, I will cook or serve him as I like, so please look forward to it (I'm teasing).

Those whose NPCs we use will receive a special Comptiq T-shirt as a gift. For those of you who might be angry that the NPCs you created didn't appear in this issue, don't give up. There are still many more new NPCs to come in the future. Have faith you'll see yours next month, the following month, or in the future (you get what I'm trying to say). See you then!



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全米ゲームマニアの祭典 オリジン'87現地直撃レポート

ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

Episode IV- Captured Heroes

This is the fourth part of an exciting series that recreates the actual gameplay of "D&D®" exclusively in this magazine.

The heroes set out to exterminate pirates at the request of the adventurer's guild. However, there is an unexpected enemy... Will they be able to overcome this crisis?

The heroes easily kill some pirates, until...!?

DM: Now, you truly enter combat with the pirates.

Maar: First, we need to know the enemy's strategy. What are the movements of the pirates?

DM: The Pirates attack you just like you're attacking them. There doesn't appear to be any plan.

Shiris: After all, they're just pirates.

Fourth: It's the same thing we're doing.

Cecil: When we do it, it's called courage.

DM: (It's not going to work, right?) Let's decide on an initiative. Leader, roll a die.

Orson: Uriiiii! It's a 5.

DM: Please go first.

Maar: It's going to be close combat this round. I stop throwing daggers and attack the nearest pirate with a hand ax.


DM: Understood. The road is wide and there will be a lot of fighting. The pirates coming from below spread out and challenge you to close combat. By the way, all of them are wielding short swords and wearing leather armor.

Cecil: Sheesh, that's some crappy armament. In that case, I don't need to waste magic. I'll use my dagger.







DM: (Geez, this guy's unbelievable. Magic Users don't usually engage in close combat.) The ones who engage in close combat with the pirates are Cecil, Orson, Maar, Shiris, and the NPC Silver. So, it's just one on one. Let's resolve this step by step. First, there's Cecil and the Pirates.

Cecil: "Kill Chaos!" The score is 17. That should be enough, right?.

DM: Yeah, what about the damage?



Character Introductions

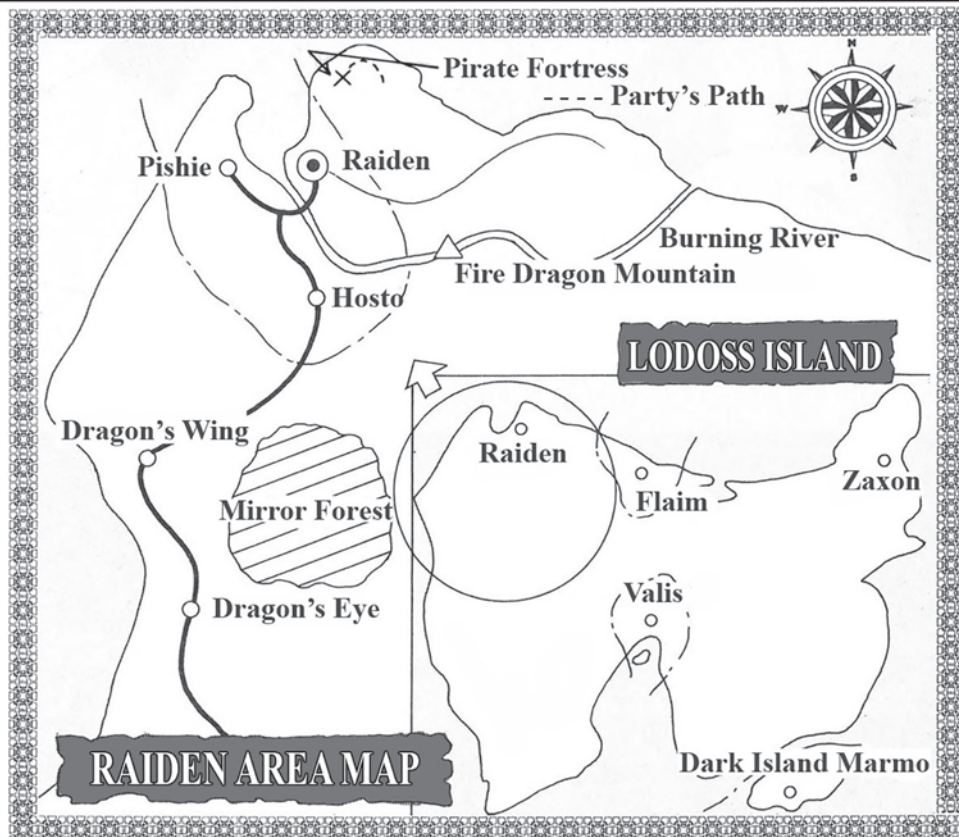
		
Orson Party leader and warrior. Special skill: roar.	Fourth A handsome thief with outstanding charisma... Special skills: None.	Maar A typical halfling. Special skills: singing and dancing
		
Cecil A beautiful magician. Special skills: combat(?)	Shiris A charming female warrior. Special skill... man baiting!	Shari NPC female cleric. Special skills... still unknown

Cecil: Three. He's not dead yet.
 DM: Exactly. Next, it's Shiris' turn.
 Shiris: Hit with 20 and deal 9 damage.
 DM: Oh yeah, Pirate #2 is dead.
 Maar: I hit Pirate #3 and do 6 damage.
 DM: That one is dead too. This is definitely not a fair match.
 Cecil: You're all about trying to beat us.

What Cecil said was crazy, but the pirates were certainly not their only enemy. The five people who came out from below and challenged them to close combat were easily defeated (they still dealt 5 hit points damage to Cecil and 4 to Maar). The five people who appeared at the upper lookout tower, aimed their bows and arrows at the NPC cleric Shari, who was lagging behind everyone else, and one of them hit the target, dealing four damage. As soon as they saw that they could not attack with projectiles, the five men immediately returned to the cave and never appeared again.

Maar: I'm sure they're waiting inside.
 Fourth: I guess so. But it isn't really a big deal since they're just pirates.
 Cecil: Oh yeah, let's not be afraid. Let's keep going!
 Orson: I agree with moving forward, but we can't let our guard down from now on.
 Shiris: The enemy will probably be preparing as well.
 DM: "Hold on," NPC Shari says as she offers to use a Cure Light Wounds spell on Cecil, who is badly injured.
 Cecil: Thank you for that.
 Maar: But if she uses it on Cecil now, she won't have any left to use on the warriors, so wouldn't that be dangerous? She only has two cure spells.
 DM: She's a 4th level cleric, so she can use one 2nd level spell and two 1st level spells. Besides, she has already used the 2nd level spell Bless. But she says that even if she uses magic, she can still fight in the front line.
 Maar: She doesn't have to go that far. As for warriors, we have Shiris, Orson, and the other NPC warrior, so there are enough fighters. I don't know how many more pirates there are, but as long as Cecil acts like a Magic User and supports us from behind with magic, we should be able to win.
 Orson: Okay, let's go inside the cave. If we mess around too much out here, they'll have more time to prepare.

DM: "Understood," says Shari. "Well then, I won't cure Cecil." Mr. Silver of the Golden Sword comforts Cecil and asks him to hang back while the warriors fight.



Shiris: Huh, he's being quite sensitive. I'm sure he forgot Cecil's a guy, because he's so delicate.
 DM: (What a twerp) So everyone regroups and goes into the cave. As soon as you enter, 5 arrows come flying at you from the darkness at the back of the cave (I checked the accuracy, and found that the warriors in front didn't get hit because their armor was so tough). All of them missed.
 Orson: Even so, we're at a disadvantage here since we're near the entrance and it's bright. Someone should light a lantern.
 Fourth: Shall I do that?
 DM: Whoa, the Fourth is generous. People who carry lights are the target of a lot of attention.
 Fourth: On second thought, I don't light a lantern.
 DM: Don't worry, no more arrows come flying at you. In the eerie calm, you see a light coming from the other side. But the light isn't from a lantern. It seems like a magical light.
 Cecil: I think one of our enemies can use magic too. Okay, I'm getting ready to cast Sleep.
 DM: Please do. There are about 15 enemies visible in the light. There are eight pirates in leather armor standing in two rows in front, and five of them are about to switch their weapons from bows and arrows to short swords. The rest have their swords in their hands. Behind the pirates is a group of seven people with the familiar look of an adventuring party, including some wearing plate armor and others wearing robes.
 Orson: Wow, that's a different story!

The heroes become pitiful captives

Maar: Oh, it was a trap! This is a problem.

Cecil: What, are we so weak? We are righteous! Here comes sleep. I scatter rose petals in the air!

DM: You're not Carr Delling in the "Magic Kingdom" AD&D® books. In D&D®, all you need are words to cast spells. More importantly, how many levels of men do you sleep?

Cecil: 8 levels worth.

DM: Then all the leather men fall asleep. As the people in front of you fall flat, the lineup of the group of adventurers behind them becomes clearer. There are 7 people. There are 4 people in plate armor, 1 person in leather armor and 1 wearing robes. And there is another person wearing armor that is more durable than plate armor, which is called "suit armor."

Orson: That's rumored to be in the Master set. If I remember correctly, the basic armor class is 0.

DM: Ding-ding, you're right. Actually, we're playing with the Experts and Companion set, but you can tell this guy is strong. If you're interested, just think of it as very powerful armor.

Maar: I'm sure these guys are extremely strong.

DM: The guy wearing plate armor steps forward. He's totally disrespectful. "If you want to die, just take a step forward. However, if you still have a reason to remain in this world, stay where you are."

Cecil: What! You evil pirates.

DM: "Heh heh, you little slut, you're a fool if you think we look like pirates. We're not dirty brigands."

Orson: (cutting off Cecil, who is furious at being called a slut) What are you doing here?

DM: "Whatever we're doing, it has nothing to do with you scum. More importantly, what are you doing here? What's your purpose in coming here?"

Fourth: Fine, you want to know...

Maare: No, don't just tell them!

Fourth:

DM: "You won't answer? Then you can just die here."

Fourth: Wait. We just came here to exterminate some pirates. If we'd known there were strong people like you here, we wouldn't have come. We just got roped into this by our master.

DM: Your "master," is that a joke?

Fourth: Our Guild Master, of course.

DM: "Hmmm." The robed man who had been listening intently to your story speaks to the man in plate armor in a gloomy voice. "He isn't lying." The man in plate armor nods deeply at those words. He speaks as he steps towards you. "I'll at least spare your lives. But I can't let you go like this. Everyone must receive their punishment. Drop your weapons now and come here. Let me tell you, there's no point in thinking about any stupid tricks. You will never be able to defeat us. Remember, we can kill you with one fireball."

Fourth: We knew that already.

Shiris: This is pathetic. I wonder if we really can't win.

DM: "Come on," Shari-san says in a whisper. "The other party is too powerful and we should wait for a better opportunity."

Orson: What about Silver?

DM: Heh heh, I'm glad you asked. Here's his reaction: He fixes his look on the man in plate armor and asks evenly, "Do you know about the Golden Sword?"

Fourth: Harahori Harahore...

Orson: W-what? Is he just stupid?

DM: The enemy representative laughs and replies that he doesn't know of such a sword. This guy is also very polite.



When Silver hears that, he suddenly dashes off with a fearless smile on his face, saying that he has no use for any of you then.

Cecil: Yay. Go Silver!

DM: Well, Silver doesn't exactly dash toward the enemy, but rather toward the ocean. He jumps straight into the sea with a "boom."

Maar: Still wearing his plate armor?

DM: Yes, with his clothes on. And he doesn't seem to be floating.

Orson: Look, you're making fun of me after all.

DM: Come on. I'm just telling you, that's what happens. Before he jumps into the sea though, the man in plate armor who looks like a cleric chants some kind of spell. Of course, that spell didn't change anything for you. You're still captured by them.

Orson: It's not good, but I guess it can't be helped.

Cecil: I regret it...

DM: So, you have become pitiful captives.

Fourth: Goodbye, everyone. Please don't forget about us.

Maar: I'm tired of hearing you repeat that phrase.

As a result, the adventurers failed in their first guild assignment (of course, many blamed it on a ploy by the DM), and the adventurers quickly became prisoners. All their weapons were taken from them and they were forced into a cell. Then, they started talking about the guild and other information they knew (they didn't mean to, but there was no way they could escape from an ESP spell).

Maar: There's nothing we can do about this. I wonder if there are any new developments.

DM: Of course. After the interrogation, you guys are kept in your prison cell for a whole day, but the next day you are suddenly let out. You are led to a large room and find yourselves facing the man in plate armor who advised you to surrender. He sits everyone down on chairs and begins talking. "So, these are the mighty adventurers from the Adventurers Guild. I showed you what we're capable of yesterday, but let me be clear: there's still a long way to go. You may have called me a pirate, but if you let your guard down, you will die.

Cecil: What on earth do you want? Just spit it out!

DM: "Ho-ho, it's you again, you strong-willed Magic User. Not knowing etiquette can sometimes be fatal. The reason I asked you all to come here is because I have a proposal. If you are willing to cooperate with my plan, I would like to give you your freedom and promise you future prosperity. How about that?"



Shiris: I wonder what that means. Also, I forgot to ask, is this guy a good guy?

DM: Of course, he's a nice guy. He speaks in a polite manner, giving the impression that he comes from an aristocratic family.

Orson: Oh man. If he's an enemy, it would be better if he was more like a villain.

DM: The handsome man continues. "I'm going to take a boat with my friends to a small island north of Raiden. There is a cave there, and it is said that a dragon has lived there since ancient times. As expected, the dragon is sleeping with a treasure in its arms. But my aim is not that treasure. There's only one thing I want. It is an artifact that is said to have been created during the age of the Ancient Kingdom. It is called the Great Staff.

Fourth: Here we go. This must be the focus of the scenario.

Shiris: What is this artifact?

What exactly is an artifact? Simply put, it is a powerful magic item, but it feels a little different from other magic items. Unlike magic items, which can be found anywhere, there is only one of any given artifact in the world. Only people called immortals can create artifacts.

The Dark Emperor's remaining retainers appear and overwhelm the heroes.

An Immortal is someone who has transcended the realm of mortal humans, been freed from death, and reached the state of godhood (a rule book for this purpose, the Immortal Set, has recently been released for D&D). In other words, becoming an immortal is the ultimate goal that adventurers aim for. People who have reached the realm of immortality may create powerful items to give to others or to be useful to themselves, and these are artifacts. Artifacts are endowed with a variety of abilities, which the owner can use freely. However, artifacts also come with various penalties, and each time you use one, you end up incurring various handicaps just by holding it. It's a double-edged sword, so to speak.

DM: "The Great Staff is said to bestow upon its owner the dignity and qualities of being the king of the world. Of course, as with all artifacts, various curses have been placed on it, and if the owner is not qualified to receive it, the artifact will destroy the owner. But I am qualified to bear the staff. As the owner of the Great Staff, I will become the king of all Lodoss."

Cecil: What do you plan to do as king?

DM: "I will put an end to the war-torn history of Lodoss. To do that, I may have to do things that can sometimes seem cruel. True peace cannot be achieved by just doing pretty things."

Fourth: He's got a good point.

DM: "I think you might be willing to cooperate. True peace is what the late Emperor Beld desired. My wish is to fulfill his vision. Right now, Lodoss is in turmoil. Alania and Moss no longer exist, and Valis and Flaim don't have the power they used to have. That's why I must succeed. But for that, I need friends. Friends like you who are young and can discern what is right and what is wrong. Why don't you become my subordinates?"

Fourth: Beld was the emperor of Marmo, the dark island. Wasn't he the evil leader responsible for the recent War of Heroes?

DM: Yes.

Fourth: Well then, let me answer. We can certainly discern what is right. That's why I dare to decline your offer. Because you are the one who is wrong.

Shiris: Oh, isn't he cool?

Orson: That's right. Are you asking us to cooperate with Beld's former subordinates?

DM: "Then I have no choice. I'm going to have you all work as rowers on my ship. You killed five rowers, so it only seems fair that you replace them."

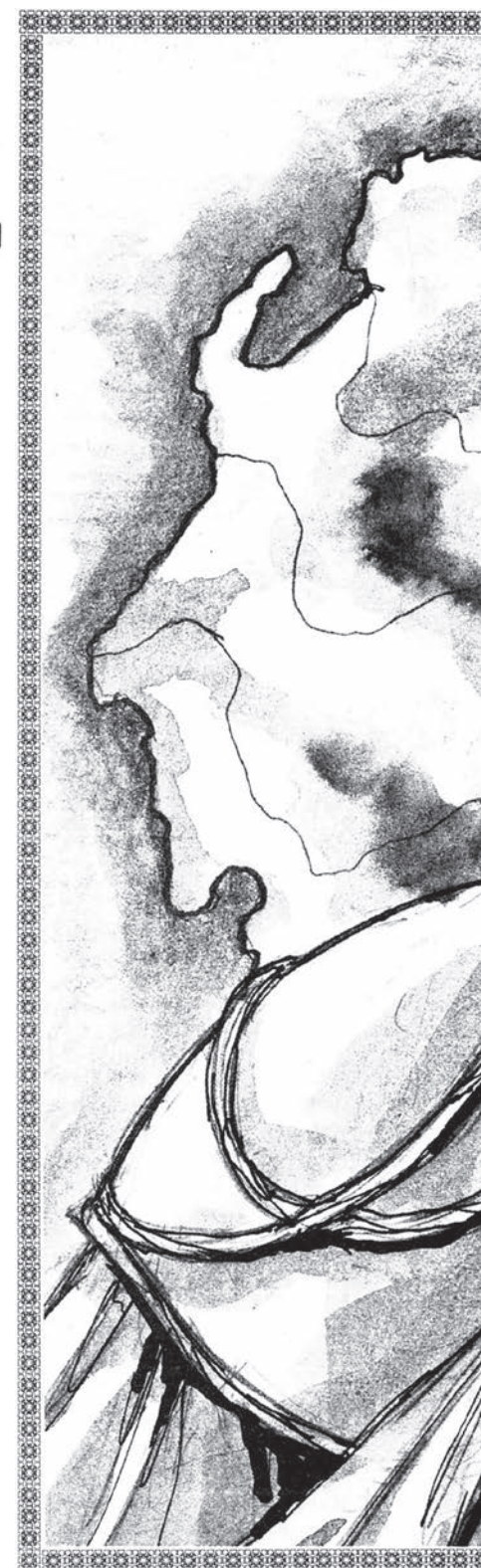
Shiris: We're being forced to work as galley slaves?

DM: "Of course. You seem to have plenty of strength. More than that, magician, you're probably better suited to be my maid. You can do the menial labor."

Shiris: He's such a jerk, I wonder what he thinks of women.

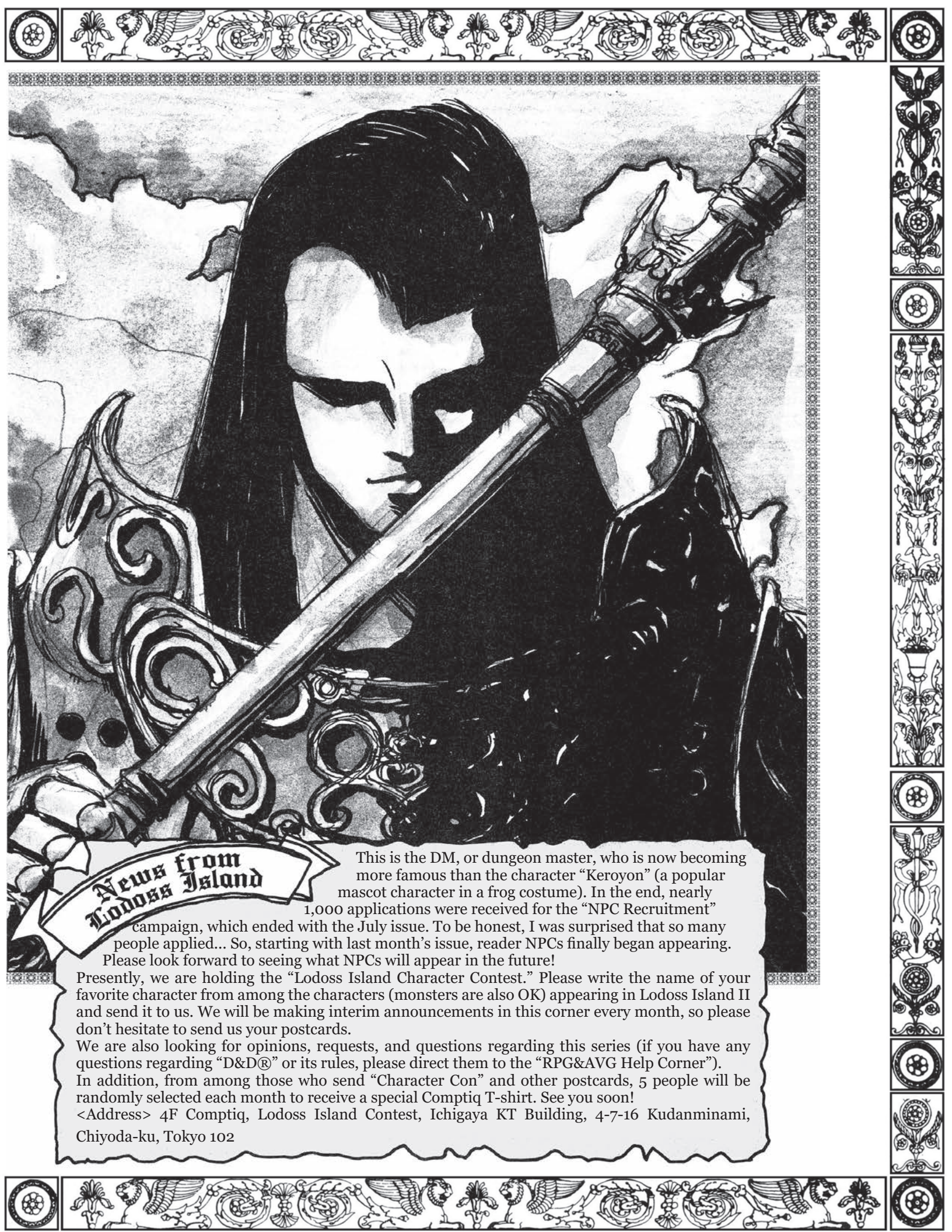
Cecil: I'm sure I was just made fun of. I'm furious, but for the sake of my friends, I'll keep it to myself.

DM: You're led back to prison and kept in your cell for the rest of the day. The next day, it looks like they'll be going on a sea voyage just like the man said. You and the



others are taken aboard the pirate ship, and everyone except Cecil is made to row the ship. Cecil is turned into a maid. After three days on the boat, you and your friends arrive at a small island. What is waiting there...

Fourth: Of course... look forward to finding out next time.



News from Lodoss Island

This is the DM, or dungeon master, who is now becoming more famous than the character "Keroyon" (a popular mascot character in a frog costume). In the end, nearly 1,000 applications were received for the "NPC Recruitment"

campaign, which ended with the July issue. To be honest, I was surprised that so many people applied... So, starting with last month's issue, reader NPCs finally began appearing. Please look forward to seeing what NPCs will appear in the future!

Presently, we are holding the "Lodoss Island Character Contest." Please write the name of your favorite character from among the characters (monsters are also OK) appearing in Lodoss Island II and send it to us. We will be making interim announcements in this corner every month, so please don't hesitate to send us your postcards.

We are also looking for opinions, requests, and questions regarding this series (if you have any questions regarding "D&D®" or its rules, please direct them to the "RPG&AVG Help Corner").

In addition, from among those who send "Character Con" and other postcards, 5 people will be randomly selected each month to receive a special Comptiq T-shirt. See you soon!

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Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

Episode V. Blue Dragon Island

The heroes have been taken prisoner by a mysterious warrior who claims to be the remaining retainer of the Dark Emperor Beld, and they are headed to an island where a dragon lives as rowers on a pirate ship. Is it possible for them to make a big escape?

The 5th installment of "D&D® Magazine Live," a popular series that recreates the actual play of "Dungeons & Dragons" exclusively in this magazine, is finally here. You have to read it immediately!!

The identity of the enemy is revealed, and the adventurers head to Dragon Island.

DM: Let's continue.

Orson: Well, since we've been captured, we don't have much we can do.

Maar: No. At times like this we have to remain bright and strong. Let's sing, "♪Hi ho, hi ho...♪"

Fourth: That's a dwarven song.

Maar: Ugh... "♪Halfling, halfling, Yahoo, Yahoo♪"

Cecil: Oh, too much noise! No amount of singing will get us out of this predicament.

Shiris: But even if we try to escape, we're still in the middle of the ocean, so there's nothing we can do about it. And unlike Cecil-san, we are chained and forced to row a boat.

Fourth: It's really a good thing to be beautiful.

Cecil: You're the one who's beautiful (angry).

Shiris: And you're an asshole.

Fourth: Ah, I'm hated by both of them at the same time. Isn't this just like Raistlin?

DM: I agree with you that it's rotten. But for now, let's put aside talk about "Dragonlance." Although you've been captured and have no freedom, you are able to learn a lot about the enemy adventurers. First, there's the enemy leader who is passionate about conquering Lodoss. His name is Ashram, and he seems to have been a former member of Marmo's Royal Guards. And unlike Ashram, Jaran, the man in the suit armor, has an extremely evil personality, and he keeps throwing Cecil, Shiris, and Fourth irritated looks.

"I don't like beautiful things," he mutters to Ashram in a low voice, which leaves an impression on you. Also, the names of the two warriors are Gilram and Larkas. They look like mercenaries who pride themselves on their strength. Larkas has a great sword, while Gilram is holding a battle ax in one hand.

Their cleric's name is Hobb, and he seems to be a believer in the same god of war as Shari. It is Ashram and Hobb that are actively saying that there is no need to take your lives. And then there's Groder, a Magic User who refuses to take off his creepy robes. He is silent and completely unknown. Finally, the thief, Bendor, is smiling with a lecherous grin, even though he is clearly a villain.

The way he looks at Shiris is also meaningful. However, you get the feeling that all of them have absolute loyalty and a kind of fear towards Ashram.



ORSON

Party leader and warrior. Some people are declaring, "He's so cool!"



MAAR

A halfling who is always cheerful and energetic. He's rarely disappointed.



SHIRIS

A female warrior who loves good men. She's calm in hot water, but she's also extreme.



FOURTH

A thief who is so charismatic his business suffers, but his true nature is unknown.



CECIL

At first glance, he is a beautiful magician. On closer inspection, he is a man who breaks the rules and likes hand-to-hand combat.



SHARI

NPC female priest. She isn't a hottie by any means, but she is very popular with readers. Am I wrong?

Orson: Anyway, we'll just have to wait and see what happens for now. There's nothing we can do in this state, and our opponents are too strong.

Fourth: And what will happen to us once we reach Blue Dragon Island?

DM: When the ship reaches the island, Ashram and his party go ashore, but you're left waiting, or to put it bluntly, you're left chained to your oars.

Orson: How cruel.

DM: After about two hours on the island, Ashram, the enemy leader, comes back and frees you from your chains.

Shiris: I'd like to say "thank you," but I'm sure you have some kind of ulterior motive.

DM: Exactly. He takes you to another room on the ship and speaks to you gravely. "The situation has changed and I need your assistance. I'm going to gather the members of your party who can fight." He selects four people: Shiris, Maar, Orson, and the NPC Shari. The others, Fourth and Cecil, remain hostages and are threatened with death if the first four fail to cooperate.

Maar: I would like to say to him that it would be better for the world and ourselves to abandon these two, but we halflings support justice. So, okay, I'll follow your orders.

Shiris: We have no choice. What should the chosen warriors do?

DM: "You'll understand if you follow me," Ashram says, and returns everyone's weapons.

Orson: I can pretty much predict what's going to happen.

DM: As you walk with Ashram, you eventually arrive at the entrance to a cave. The corpses of pirates are scattered everywhere.

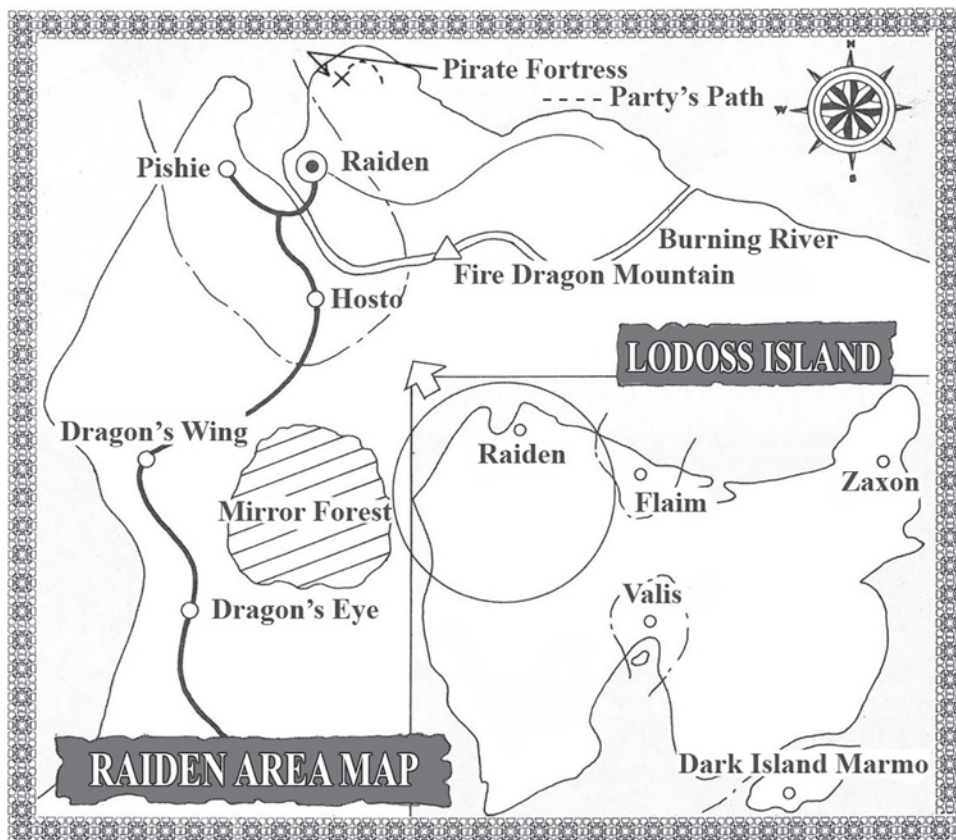
Shiris: Great.

Orson: What do you want us to do now?

DM: "As you can see. I led the pirates into the cave, but none of them survived the monsters inside."

Orson: Maybe we should go home.

Fourth: That's right, with our lives.



Encounter with the Blue Dragon

Shiris: We can't go home while the others are being held hostage.

We might as well go in and exterminate the monsters.

Maar: Wait. Why did this man go to the cave with only the pirates?

This guy's friends should be overwhelmingly stronger.

DM: Heh, heh, heh, why indeed?

Fourth: Okay. Isn't it because the opponent is a blue dragon?

DM: That's right. The regular players from last time are different characters this time, but as players you remember...

Orson: Gaaahh! It was terrible! Back then we spread out and rushed in, hoping that only one person will likely fall victim to the Dragon's Breath. He wants to use us as targets for the Dragon's Breath.

DM: Now that you understand, he directs you to into the cave.

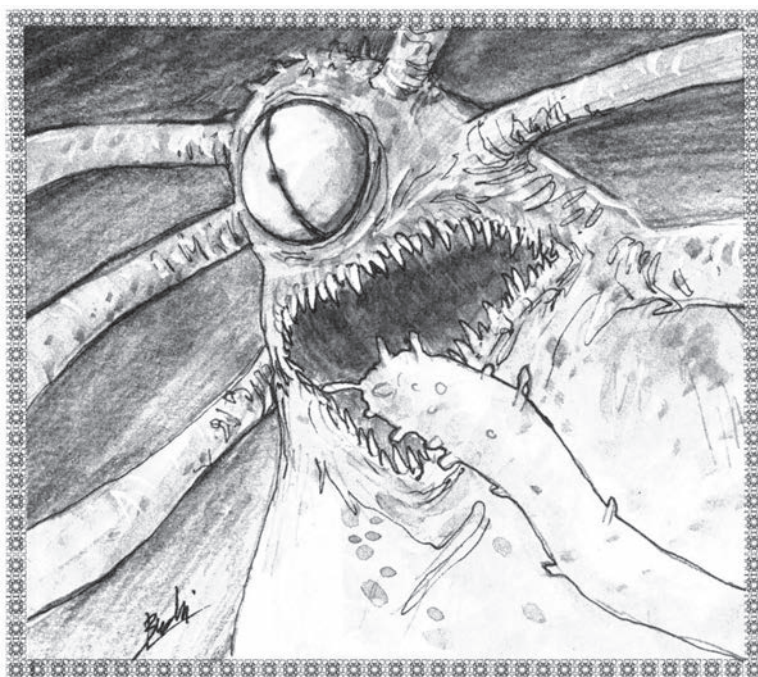
The adventurers reluctantly entered the cave, they soon found monsters. However, these turned out to be a group of ogres and hobgoblins that had already died in a battle with the pirates. The adventurers continued deeper.

DM: After a while, the cave becomes wider. However, the appearance of the rocks around you is strange. They're subtly pulsating, or rather, they're breathing... Furthermore, in the middle of the cave, a rock juts out from the ground.

Orson: That's creepy. What is it?

Maar: Whatever it is, I'll walk skirt around that rock.

Shiris: So you want to sneak around the pulsating rock?



Maar: I don't like that either. Alright, let's sing cheerfully!
“♪Ha...♪”

Orson: Stop it!

DM: So, what do you do? Ashram is about halfway between the wall and the rock.

Orson: Oh, clever. Let's learn from him.

DM: So, as you approach the rock, six tentacle-like protrusions slowly extended from the rock.

Maar: What is this monster?

DM: A glaring eye appears at the top of the rock, and then an eerie hole opens up beneath it. It has many sharp fangs, and it looks like it would hurt a lot if it were to bite you.

Orson: This is scary. When I get scared, I go Berserk - Uriii!

DM: Now, let's decide on initiative. It has a 4.

Orson: It wins.

DM: Well, there are five of you, so it has one spare tentacle to attack with, and it seems to like Shiris, so two tentacles extend toward her.

Shiris: Thanks...

DM: Okay, let's resolve the attack. One hit Ashram, one hit Shiris, one missed Maar, and one hit Orson and Shari each. So, the person who are hit have their strength halved. Now, please fight back.

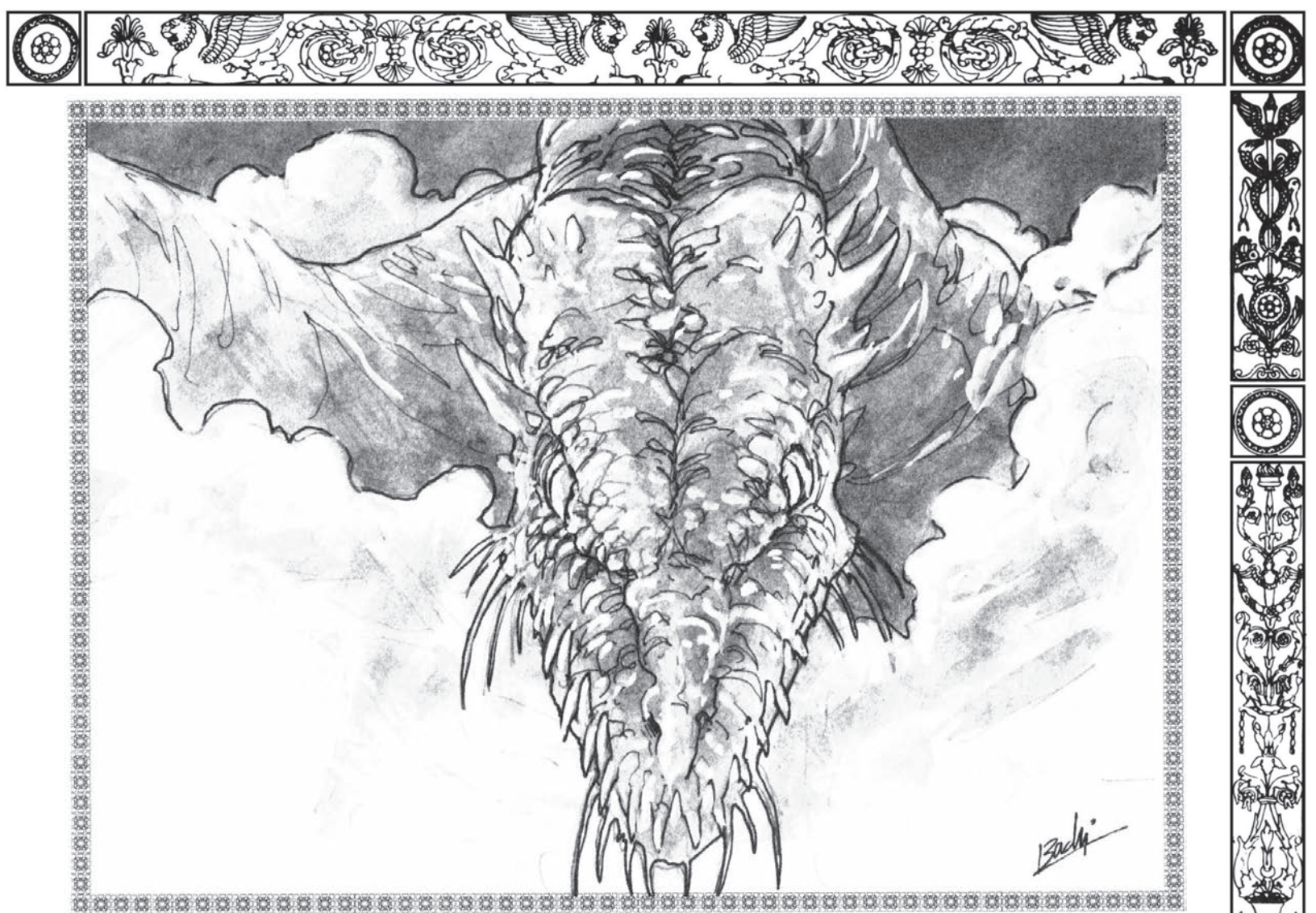
This monster (called a Roper, adapted from the “Return of Ishtar” computer game) was quite a strong monster, but Ashram was so strong that he was able to kill it surprisingly quickly. The group continued deeper into the cave and with a strange sense of solidarity, finally reached the Ancient Blue Dragon's lair.

DM: Contrary to everyone's expectations, the Blue Dragon is fully awake. You find him laying atop his horde of gold and silver treasures, and many magic items. He lifts his head from his glittering bed and turns his gaze toward you. Maar: What will happen? I wonder if there will be an order to attack.

DM: There's nothing like that from Ashram. Rather, he spreads his arms outstretched, pretending that he has no will to oppose the dragon, and in a voice filled with authority, he says, “Oh, great dragon who has lived as a king since ancient times. My name is Ashram. I am a mortal warrior and king of men. I have prepared a treasure for you to establish a friendship between us. I offer it to you now.” Saying this, he pulls a wooden box from his backpack and opens the lid.

There is a crown inside. The craftsmanship is out of this world. It's obviously been created by dwarves.

Shiris: He's trying to make a deal with the dragon. So, how does the dragon react?



DM: At first it seems obviously angry, but after it was called a king, its attitude completely changes. When it sees the crown, it looks clearly happy.

Maar: Delicious!

DM: Ashram then orders Maar to deliver the crown to the dragon.

Maar: That's not good.

DM: The dragon is in a pleased mood and does nothing to Maar. When it receives the crown, it just purrs with satisfaction. The air in the cave vibrates with the deep rumble of the great dragon's voice. "Human, you show a keen awareness of etiquette and your position. From now on, you and I will be bound by a strong bond as kings. Man and dragon."

Orson: The dragon can speak! Such a powerful dragon can also cast spells.

DM: Ashram speaks to the dragon again. "I have shown my respect as a king. Now it's your turn, oh great one. I would like to receive one of your treasures in return. Of course, compared to your years as king and your dignity, your treasures will naturally be more worthy than what I gave you. However, if you look, all of your treasures are valuable, and were of great worth in their time. But all I

ask is for one staff. It is the wooden staff that you are said to have taken with you when the ancient kingdom of Lodoss fell. Wood is much less valuable than metal. If that's the case, it won't hurt your dignity if you give it to me. No, in fact, that act should enhance your dignity as a mighty king."

Maar: He's a very persuasive person.

DM: The dragon has been placated and is on the verge of ecstasy. From that, you can tell how valuable the crown was that Ashram presented. However, the dragon seems a little troubled by his request. The air vibrates again as the dragon speaks again. "My one and only king, my friendship with you remains unchanged. However, I cannot grant your request. Because that staff is no longer with me. For, as you said, a wooden staff is far less valuable than a work of gold or silver. That's why I gave the staff to my friend, Shooting Star the Fire Dragon." The dragon almost seems to shrug as it continues, "That fire dragon is an oddball, and he seemed to like the wooden staff." Rather than becoming upset, Ashram nods sagely. "That's unavoidable. Let me then be satisfied with my royal friendship with you. Well then, great king. Let us meet again."

Maar: Yay, we can go home safely.

Appearance of a rescuer and becoming free

Orson: Lucky! We can go back without fighting a dragon.

Shiris: Ashram is amazing. But the trouble is, he is probably still our enemy.

DM: Well, that's how it goes. So, all of you are led out of the cave and chained up again. But rather than leaving, moments later, Ashram and his companions reenter the cave, leaving Bendor the thief and Hobb the cleric behind to keep watch on you. After a while, a huge noise is heard from inside. They return again after a while.

Orson: What happened in there?

Fourth: They went to kill the dragon, right? I'm sure the dragon was caught off guard.

Cecil: They're evil.

Shiris: But it's a smart tactic. We should learn from it.

DM: (It's something they should definitely learn from.) As you can imagine, they didn't come back unscathed. Hobb runs around tending to their wounds. It seems that Shari is also unchained and made to heal some of them, so it looks like they took quite a bit of damage. You are once again freed from your chains and forced to play the role of porters transporting the huge treasure horde from the lair of a dead dragon. With that work, the day comes to an end, and even so there are still tons of treasures that couldn't fit into the hold of the ship.

Fourth: I'll sneak an expensive-looking piece of jewelry into my hidden pocket.

DM: Take as much as you want. There is so much treasure left over, so even if they notice, they don't really care.

Fourth: In that case, I don't really feel any pleasure from stealing from them.

DM: You're made rowers again, and you return safely to the pirate stronghold. However, between the pirates defeated by you and the ogres, now there are only three pirates left. Ashram locks you in a prison cell, leaving the pirates to guard you, and prepares to depart. This time, it's a land trip, and mules are provided. He warns you "I've summoned an invisible stalker. If you try to run away, you'll be in trouble." He also brings in a pair of bronze golems from somewhere and places them in front of your cell.

Shiris: Perfect. Room service.

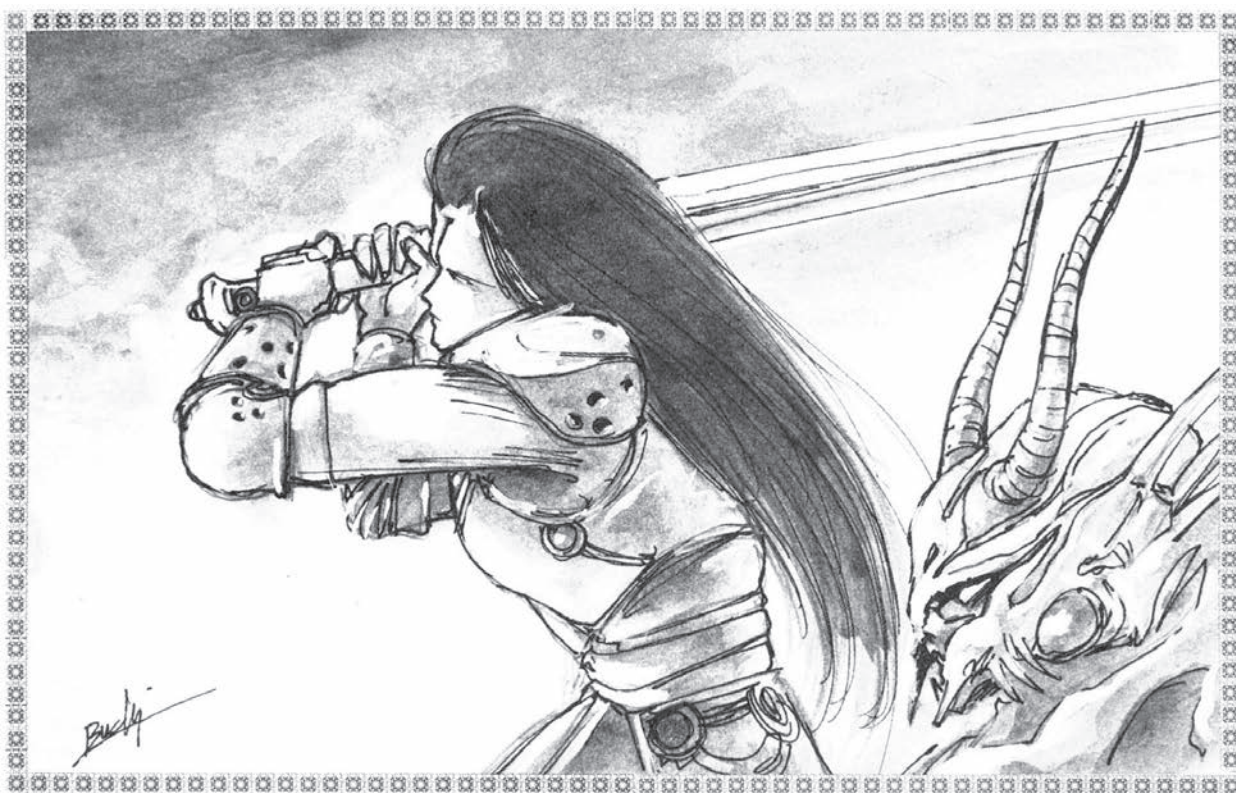
Maar: In this case, there's no way to escape whether we like it or not.

Orson: I guess all we can do is wait for help.

DM: The morning after Ashram leaves. The gods of salvation smile on you.

Maar: Yay.

DM: Just as you hear the screams of the pirates, a group of female adventurers appear at the door to your cell. However, when they see the golems, they stop and take stock of the situation. After a while, the familiar husband and wife duo of Slayn and Leylia appear. Next to them is Silver-san of the Golden Sword.



Orson: How are you still alive?

DM: "I'm good at swimming," Silver replies absently.

Fourth: Please do something about these golems and the invisible stalker!

DM: Slayn summons an earth elemental to fight one golem. In the meantime, Leylia-san uses a spell called Barrier to prevent the other golem from engaging in close combat. Then she casts a spell again and smiles and says that the Invisible Stalker was never there. She breaks the barrier spell, allowing Slayn's Earth Elemental to attack the second golem, as Slayn's magic missiles rain down on it, defeating it as well.

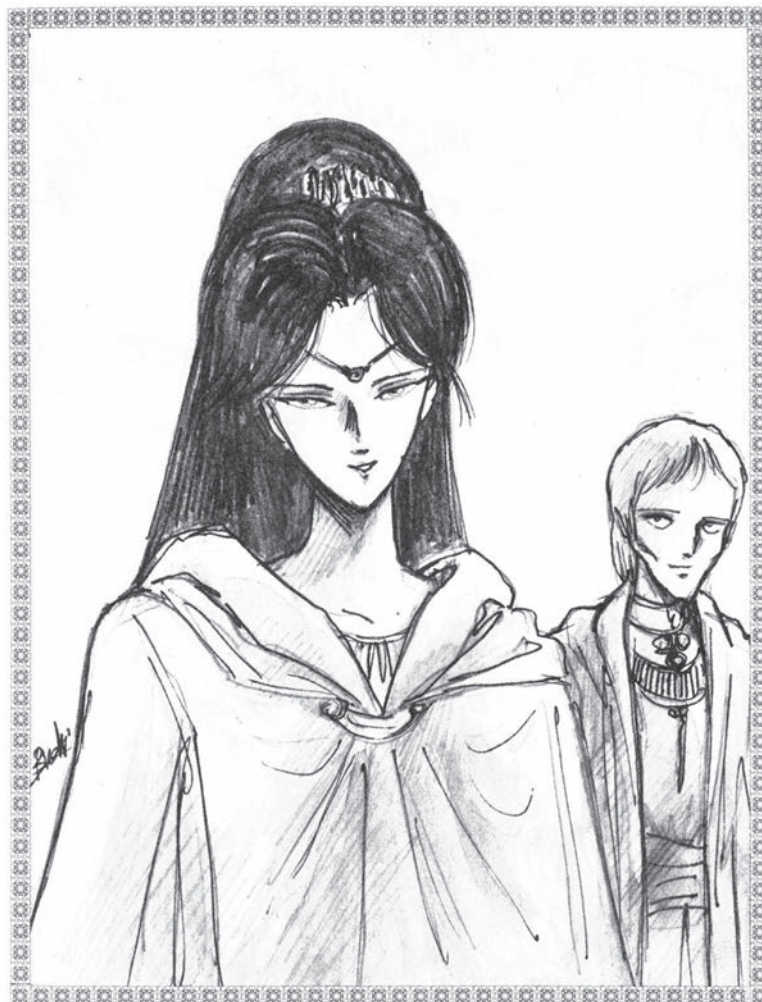
Orson: The only ones who can't do anything are the players.

DM: At least you're set free. The group of female adventurers who free you are, of course, fellow members of the Adventurer's Guild. They are an excellent female party. Now that you've been released from prison, you can do something.

Maar: Okay, I...

DM: Oh, wait. Hold that thought till next month.

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News from Lodoss Island

Salutations, I'm the DM, or Dungeon Master. This month, two NPCs were chosen to appear from among the many NPCs sent in by our readers. Even though they're both antagonists, they're pretty good roles. More will join them next month! Now, here are the interim results of the "Lodoss Island Chara-contest" based on the reader voting!

1st place/Orson...28 votes
 1st place / Shari...28 votes
 3rd place/Cecil...25 votes
 4th place/Shiris...11 votes
 5th place/Fourth...10 votes
 6th place/Maar...7 votes
 7th place/Slayn...3 votes
 8th place/Leylia...2 votes
 8th place/Lucia...2 votes
 8th place / DM...2 votes
 11th place/Shadam...1 vote

Those are the results, but the turnout was low. Please write the name of your favorite character from Lodoss on a postcard and send it to the "Lodoss Island Character Contest" staff. I'm also looking forward to your thoughts on the series. Finally, I would like to apologize. On the character sheet of the first installment, Fourth's charisma modifier value should be +2, but it was mistakenly +1. Sorry! See you next month.

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This month's special NPCs NPC

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Episode VI- The Sorcerer's Village

The 6th installment of a popular series that recreates the actual play of the ultimate RPG "D&D®" exactly as it is in the magazine.

The true nature of the adventurer's guild is revealed to the heroes who have finally escaped from the clutches of a terrifying enemy, and a new quest begins... Will our heroes set off once again into the dangerous wilderness of Lodoss!?

Windfall experience points and leveling up

DM: Okay, let's do it!

Orson: Well, you're in a better mood than usual.

DM: Hehehehe, this month I'm going to show you a slightly different kind of mastering - so I'll start cleaning up from the last adventure. Actually, I did some calculating, and everyone has enough experience points to go up one level!

Maar: Really?

DM: Of course. There was a lot of treasure in the pirate's hideout. It looked like the players were doing nothing at first glance, but really were doing something, so we have to pay them back for their hard work.

Shiris: Thank you.

Cecil: Hmm, you're so servile! I don't need that kind of chaotic awarding of experience points!!

DM: Okay. As you please.

Cecil: That's what I thought, but it's against justice to refuse a windfall, so I'll take it after all!

Maar: Who's being more servile now?

The biggest worry most DMs express is maintaining game balance. Yes, this is really difficult. However, your ability as a master is partly determined by your ability to strike this balance.

All I can really say is that you'll get used to it, but that's not very helpful. So, I would like to introduce the "Lodoss Island DM's version of balance," as well as a review of what I have learned so far.

1 Mock battle for monsters

First of all, here is an important technique. You prepare character sheets for your PCs and have them actually fight the monsters you want. At that time, pay attention to bonuses for each value and magic items. If you try a few mock battles and decide that the players usually win, then it's OK. On the other hand, if this isn't a good match, be careful! Even the slightest misstep on the part of the players could result in the entire party being wiped out.

2 Decide the experience points from the beginning

It is also important to first decide how many experience points you want the characters to gain during this adventure. So, don't roll dice to randomly hand out treasure, instead prepare only the amount of experience points you want to give. Even if they don't find any treasure right after a battle, the treasure can be found in another location.

Also, although I don't really recommend this as it is different from the rules, there is also a way to determine experience points based on the degree of scenario completion, regardless of the amount of treasure obtained. This will instantly solve the common problem of wanting to raise a level, but not wanting to give the players too much money. However, even if it is different from the rules, it does exist in other RPGs. The master can award experience points based on the degree to which the mission is accomplished. Don't worry about details here, just go with what seems appropriate.

As for how to dole out experience points over a series of adventures, it seems like a good rule of thumb is to parcel out enough points for characters to get to the

Character Sheets

Introducing the character sheets of the heroes who have leveled up. Please compare the values with the character sheet in the June issue of this magazine to see how they differ.

Player's Name Orson		Dungeon Master	
Character's Name Neutral		Alignment	
Class Fighter		Level 5	
Armor Class 0		Hit Points 31	
ABILITIES:		SAVING THROWS:	
14 STRENGTH	+1	10 POISON or DEATH RAY	
9 INTELLIGENCE		11 MAGIC WAND	
7 WISDOM	-1	12 TURN TO STONE or PARALYSIS	
14 DEXTERITY	+1	13 DRAGON BREATH	
12 CONSTITUTION		14 SPELLS or MAGIC STAFF	
14 CHARISMA	+1		
LANGUAGES: Neutral, Common			
SPECIAL SKILLS:			
TARGET AC: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19			
HIT ROLL: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19			

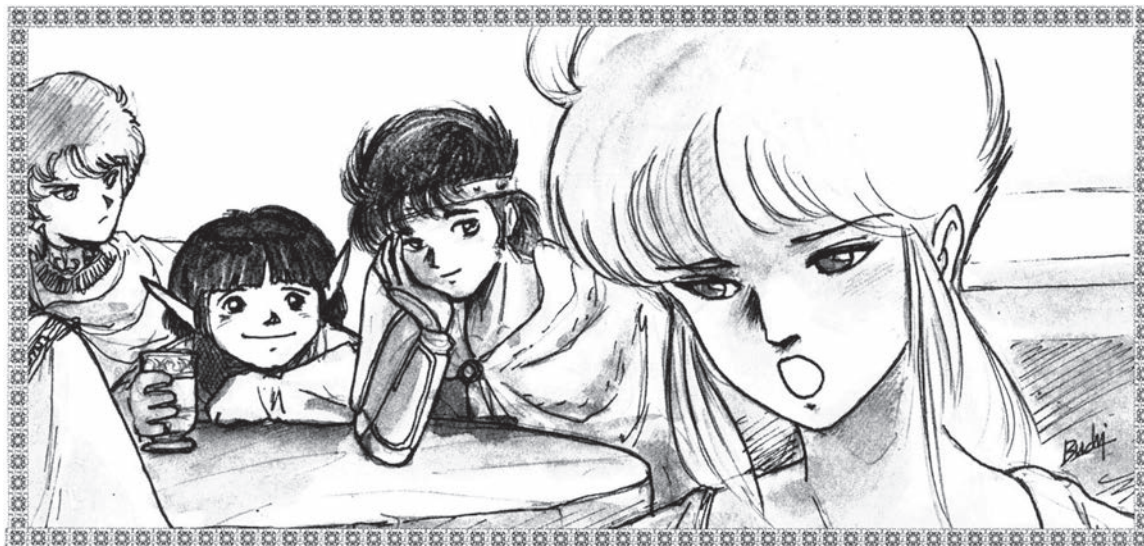
Leader of the party and of course a warrior.

Player's Name Maar		Dungeon Master	
Character's Name Lawful		Alignment	
Class Halfling		Level 5	
Armor Class 0		Hit Points 28	
ABILITIES:		SAVING THROWS:	
11 STRENGTH		5 POISON or DEATH RAY	
9 INTELLIGENCE		6 MAGIC WAND	
7 WISDOM	-1	7 TURN TO STONE or PARALYSIS	
16 DEXTERITY	+2	9 DRAGON BREATH	
13 CONSTITUTION	+1	8 SPELLS or MAGIC STAFF	
17 CHARISMA	+1		
LANGUAGES: Halfling, Common, Lawful			
SPECIAL SKILLS: Infravision, Initiative +1, Armor Class -2 (against enemies larger than humans), Projectile +1			
TARGET AC: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19			
HIT ROLL: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19			

A halfling who loves singing and dancing.

Player's Name Shiris		Dungeon Master	
Character's Name Neutral		Alignment	
Class Fighter		Level 5	
Armor Class -2		Hit Points 25	
ABILITIES:		SAVING THROWS:	
16 STRENGTH	+2	10 POISON or DEATH RAY	
12 INTELLIGENCE		11 MAGIC WAND	
9 WISDOM		12 TURN TO STONE or PARALYSIS	
16 DEXTERITY	+2	13 DRAGON BREATH	
7 CONSTITUTION	-1	14 SPELLS or MAGIC STAFF	
13 CHARISMA	+1		
LANGUAGES: Neutral, Common			
SPECIAL SKILLS:			
TARGET AC: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19			
HIT ROLL: +2 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19			

A female warrior with a dangerous personality and an eye for good men.



next level over two adventures. However, earning experience points allowing 1st and 2nd level characters to advance up to three levels, can be reasonable in one adventure. 1st or 2nd level characters can die in one hit if the dice roll is bad, so it's difficult to balance the play until characters advance a few levels.

3 Be as original as possible!

As long as the master doesn't become stuck in a rut (which is actually quite common), he should be able to create original settings, monsters, weapons, etc. for the players to enjoy. Many Japanese people are quite bound by rules, but if you look at commercially available scenarios, you'll see a lot of special things that appear that you wouldn't be able to imagine based on the rules.

This is not to say that you should ignore the rules or that the rules are unnecessary, so please be careful!

4 The dice are just a reference!

I think I wrote this before, but the roll of the dice seems to be

fair, but it's actually not. Lucky rolls and unlucky rolls that are unthinkable in reality appear all the time. If I always followed the rolls of the dice, the game would be a mess and there would be no balance at all. That's why the DM has the privilege of changing the results.

I hope the above was somewhat helpful. Also, as a DM, you must not neglect your daily research. Read Record of Lodoss War without fail! Buy Dragonlance! Once in a while, try playing "T&T" or "The Lord of the Rings Role Playing Game!" These constant efforts are the path to becoming a true master!!

DM: Well, everyone's level has increased, and now you're not quite as afraid of powerful monsters.

Fourth: That's not true. Scary things are still scary.

Cecil: You're only capable of interrupting the conversation, you idiot!

Player's Name Fourth	Dungeon Master Neutral
Character's Name Thief	Alignment
Class Thief	Level 6
Armor Class 4	Hit Points 19
Character Sketch or Symbol	
ABILITIES:	SAVING THROWS:
10 STRENGTH	11 POISON or DEATH RAY
12 INTELLIGENCE	12 MAGIC WAND
10 WISDOM	11 TURN TO STONE or PARALYSIS
18 DEXTERITY +3	14 DRAGON BREATH
12 CONSTITUTION	13 SPELLS or MAGIC STAFF
16 CHARISMA +2	
LANGUAGES: Neutral, Common	
SPECIAL SKILLS: Open Locks 40, Find Traps 35, Remove Traps 34, Pick Pockets 45, Move Silently 44, Climb Walls 92, Hide in Shadows 32, Hear Noise 54	
TARGET NO. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19	
HIT ROLL NEEDED	

Fourth

A handsome thief with high charisma.

Player's Name Cecil	Dungeon Master Lawful
Character's Name Cecil	Alignment
Class Magic User	Level 4
Armor Class 9	Hit Points 24
Character Sketch or Symbol	
ABILITIES:	SAVING THROWS:
8 STRENGTH -1	5 POISON or DEATH RAY
14 INTELLIGENCE +1	6 MAGIC WAND
11 WISDOM	7 TURN TO STONE or PARALYSIS
9 DEXTERITY	9 DRAGON BREATH
18 CONSTITUTION +3	8 SPELLS or MAGIC STAFF
10 CHARISMA	
LANGUAGES: Lizardman, Common, Lawful	
SPECIAL SKILLS: SPELLS: (1st) Read Magic, Sleep, Magic Missile, Charm Person (2nd) Invisibility, Locate Object (3rd) Fireball	
TARGET NO. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19	
HIT ROLL NEEDED	

Cecil

Magic user. His personality is almost that of a berserker.

Player's Name Shari	Dungeon Master Neutral
Character's Name Shari	Alignment
Class Cleric	Level 5
Armor Class 3	Hit Points 31
Character Sketch or Symbol	
ABILITIES:	SAVING THROWS:
14 STRENGTH +1	9 POISON or DEATH RAY
11 INTELLIGENCE	10 MAGIC WAND
16 WISDOM +2	12 TURN TO STONE or PARALYSIS
6 DEXTERITY -1	14 DRAGON BREATH
16 CONSTITUTION +2	13 SPELLS or MAGIC STAFF
15 CHARISMA +1	
LANGUAGES: Neutral, Common	
SPECIAL SKILLS: Cleric's Turning: Skeleton D, Zombie D, Ghoul T, Wight T, Wraith T, Mummy 7, Specter 9	
TARGET NO. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19	
HIT ROLL NEEDED	

Shari

An NPC female cleric who is rapidly increasing in popularity

About the Adventurer's Guild and the Mercenary King Kashue



DM: So, you guys are back at the guild bar. The bartender, Store, has prepared special food and drinks for you. And now you all seem to understand why songstress Lucia's ballads touch the hearts of adventurers so much. Her songs exude a sense of peace that only those who have returned from an adventure can understand. Rumor has it that she has lost many adventurer friends in the past, and that she is an experienced adventurer herself, but the truth is, no one knows her past.

Shiris: Is that for the reader's benefit? (For Lucia, refer to the August issue of NPC created by the reader)

DM: It's just my personal opinion.

Shiris: Know-it-all.

DM: Lucia's performance ends, and the bar returns to buzzing with life. At this time, Leylia-san appears at your table with her husband.

Cecil: It's good to see you again!

DM: "It's good to see you again as well." Leylia says. She has something confidential to tell you, so she asks you to come to the conference room in the basement.

Maar: OK.

DM: She leads you to the conference room. Of course, the guild master Shadam, Slayn, and Leylia are there. There's also a robed man you've never seen before, and a thief-like woman wearing leather armor. Apparently, these five people are the main members of the adventurer's guild.

Orson: Hello. It's an honor to meet all of you together for the first time.

DM: When Orson says hello, the man in the robe suddenly yells, "You idiots!"

Fourth: Hey, I don't know what we did, but I'm sorry.

Shiris: What are you apologizing for? There's no reason he should be angry.

DM: "Morons. You weaklings had to be rescued by another party on your first job!!

Orson: That's true, but that was for the scenario...

Cecil: You and your stupid "Kill Chaos!" That's not a good excuse for being a rotten player. We were immature, so we deserve to be yelled at.

Shiris: This Magic User seems pretty excitable.

DM: Leylia-san calms down the man in the robe and introduces both of her colleagues to you. The person in the robe is called Goose. He is a Magic User who takes care of the guild. The other one, as you can see, is a thief and her name is Swissnia. This woman used to be the head of a group of thieves near Flaim, but she suddenly decided to ask us for help.

Maar: I introduce myself as the rumored Maar-kun.

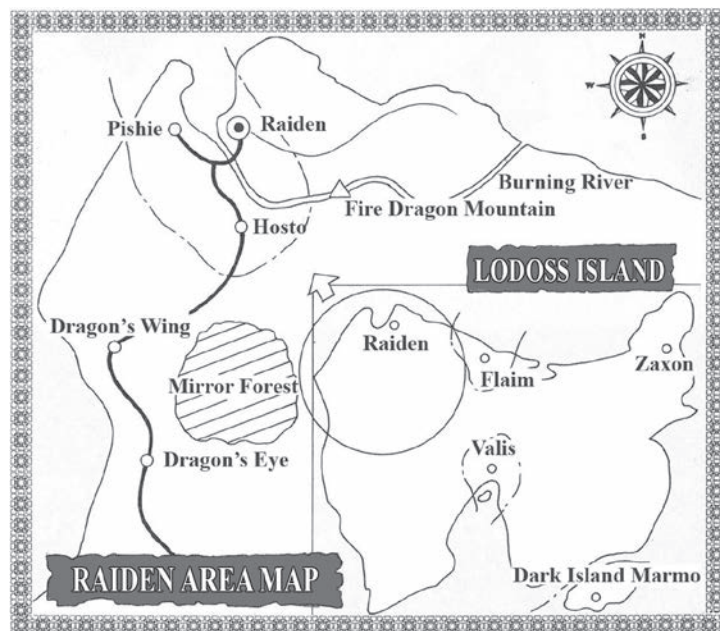
DM: "Now to get into the main topic," Shadam interjects. "We cannot blame you completely for being taken captive. We deliberately gave you false information, and this placed you in great danger. But we did it because we needed to learn more about the formidable enemy you encountered, and you have been able to provide us with valuable information."

Fourth: That information is about the artifact. It's a magic staff that entitles you to be the king of the world...

DM: "Yes, that is the Great Staff, but if the wielder has an evil will, the results will be terrifying. However, if you have the qualifications, you will be able to exert great power for the good of this world. At least that is our hope."

Orson: Who exactly deserves that power?

DM: Are you willing to risk your lives to keep a secret?



Cecil: Of course.

DM: "Then I'll tell you. Who is the one who is qualified to wield this artifact? It is none other than Kashue, the King of Flaim!"

Shiris: Who is that?

DM: Oh, yeah. Let me explain. Flaim's mercenary king Kashue is a brave warrior who took the lead in fighting beside the kingdom of Valis during the last War of Heroes. In the battle between Valis and Marmo, King Fahn and Emperor Beld engaged in single combat, and Beld won. After that, Kashue challenged Beld and ended Beld's life. However, once Beld was defeated in the battle, Kashue had fallen into a difficult situation himself, and there was nothing he could do. Destruction and death swept across Lodoss, leaving the island in its current state of anarchy.

Cecil: So that Kashue guy is super-lawful.

DM: He is the Lawful of Lawfuls. Then, Shadam adds, "The sponsor of this guild is none other than King Kashue."

Orson: The whole story is finally revealed!

DM: So, Slayn and Leylia have joined the guild to help King Kashue.

Shiris: By making this person the king of Lodoss, you are trying to rebuild the land that is in turmoil.

DM: "Exactly. That's why we need to get the staff no matter what."

Cecil: Of course. We can't let it fall into the hands of evil people.

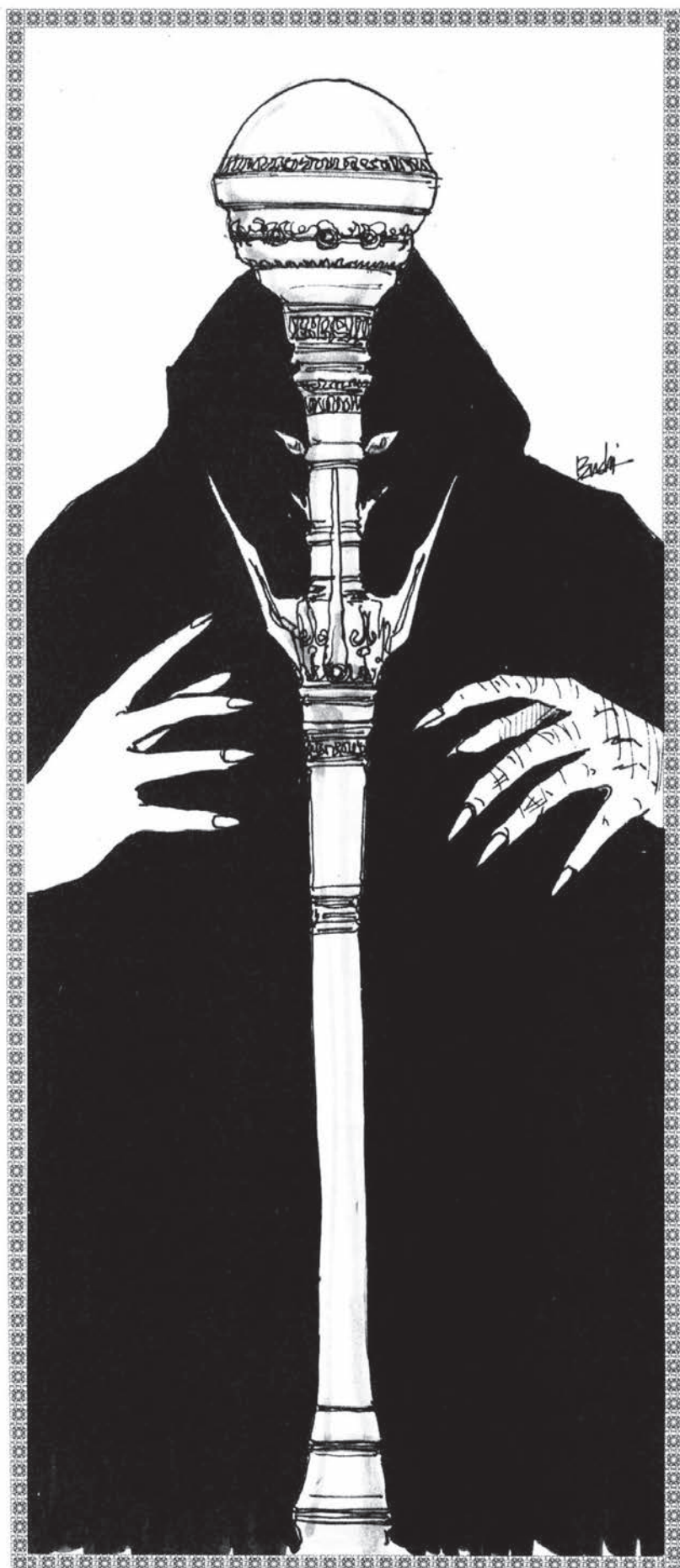
DM: Well then, Slayn tells you he will report the situation to King Kashue. Until they receive word from him, they will leave you alone. But never betray the secret of the king or the Great Staff.

Orson: What if we keep it for ourselves?

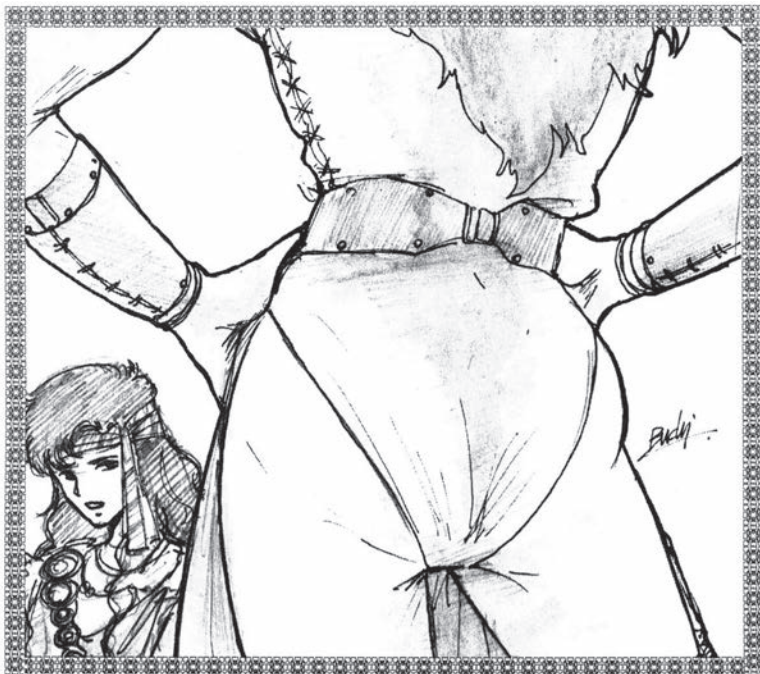
DM: Naturally, you'll have your heads chopped off.

Shiris: Oh my.

DM: So, the leaders of the guild leave, but the bar is still open.



Heading to an evil Sorcerer's village with a female party



DM: As you and your friends return to the bar to relax, the group of female adventurers who saved you and your friends from the predicament the other day approach.

Fourth: Oh, don't come near me, don't come near me. I run toward the counter.

DM: Alright, shy guy. The women decide to leave Fourth alone and talk to Orson-san and the others. "What happened the other day? That was a disaster."

Orson: Yeah, well, thank you for your help.

DM: "Well, we weren't looking for your thanks. We're looking for your help."

Shiris: With what?

DM: "Well, it's just a simple job of getting rid of some bad guys."

Maar: How "simple?"

DM: "Simple. There's a small village about two days south of Raiden. The village has recently been controlled by a sorcerer who uses strange techniques, and we're asking for help. We could go alone, but we're dealing with a magic user, and I don't know how powerful he is. That's why we would like to ask for your cooperation," says the beautiful leader.

Orson: We're indebted to you for helping us. It looks like it will be more than a week until King Kashue arrives, so I think it's a good idea to go on this quest.

Cecil: We can't afford to let an evil Sorcerer get away with something foul.

DM: "Then, you agree to go?"

Shiris: We'll go. I'm hungry for adventure. But please let us get some rest tonight.

DM: "Well then tomorrow," they say, and leave the bar. So, you guys are going to rest at the guild tonight.

Orson: I certainly am.

The next day the adventurers headed south with the beautiful all-female party. The trip was two days long, so there was one overnight stop along the way, and two chance encounters. However, this time there were a lot of people in the party, so the enemies were easily defeated. However, dealing with so many NPCs was difficult for the DM. Finally, the party arrived at their destination, the village.

Maar: That was quick.

DM: It was difficult...I shouldn't have included so many NPCs.

Fourth: We must be up against a large number of enemies, otherwise we wouldn't need them.

DM: Hmm, sharp. As the village comes into view, the leader of the female adventurer's party stops and begins by apologizing to you.

Orson: Wow! I think we've fallen into a trap again.

DM: Sort of. The apology isn't because these women have led you into a trap, but because this whole village is bad. The magician controlling the village (who is of a fairly high level) has a grudge against Swissnia's* party and has been targeting them. She came with you to this village, the magician's home base, to crush him first.

(*Translator's note: the writer accidentally used the name of the Guild's head thief "Swissnia." The NPC is later corrected to "Melissa.")

Cecil: Why, even if you had told us that from the beginning, we still would have followed you.

DM: She apologizes honestly again for leading you here under false pretenses, but your gracious words set her mind at ease and she asks how you think they should fight.

Fourth: Asking us for a plan is no use. After all, this party seems more likely to rush in and try brute force.

DM: "It's going to take a lot of force," she admits. "But the enemy sorcerer is quite strong. And he has some really strange skills..."

Cecil: How many enemies are there?

DM: There are roughly 30 people, excluding the sorcerer. However, the rest of them are just a bunch of bandits.

Orson: 30 people, that's quite a lot. After all, even minor opponents in large numbers are a threat.



DM: "And that Sorcerer can also cast fireballs. He is probably still asleep at the moment, though."

Shiris: You can't expect much support from us, but we'll do our best here and repay the favor you did us the other day.

Maar: But in reality, I feel like the people we should be grateful to are Slayn and Leylia-san.

DM: "You're right," says the female leader. "I feel bad for bringing you here. How do the rest of you feel?"

Cecil: I'm in. These women need our help.

Fourth: In that case, Cecil, please stay in the back this time.

Cecil: I thought you'd say that, you thief!

Orson: Ah, that's annoying. If we keep fighting each other like this, I'll go berserk right now. Anyway, this time I say we come up with a plan.

DM: That's a good idea. Please take your time and think about it, we have time.

Fourth: Okay. I'll think about it for a month.

(Continued in the next issue)

News from Lodoss

Hello! I'm the Dungeon Master, also known as the DM, and I had a hard time with this month's scenario (I guess that's old news!).

Well, it came together, mostly thanks to NPCs created by the readers!

First up is Goose, a very scary Magic User from the Adventurer's Guild.

I laughed at the illustration that was sent along with his character sheet (it shows Cecil being knocked down by Goose who is complaining).

After all, this old man is a star in the Lodoss Island world.

Another NPC from a reader is Swissnia, a female thief who is the boss of a group of female thieves. Iwasa-san also sent in other NPCs, but I will use her as their representative. The two authors will receive Comptiq original T-shirts (featuring a brand new design).

Well, the "Lodoss Island Character Contest" is still going on. Please write the name of your favorite character on a postcard and send it to us. We will present the second interim results next month, so please look forward to it. We're also looking for impressions, questions, and illustrations (please draw them with a pen) about the series!

Address: 4F Comptique "Lodoss Island", Ichigaya KT Building, 4-7-16 Kudanminami, Chiyoda-ku, Tokyo 102

Goose



Mitsuru Kimura, Tochigi Prefecture

Swissnia



Hiro Iwasa, Sapporo City

闘うパソコンゲームマガジン

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好評!コミック
クライマックス!!



ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE

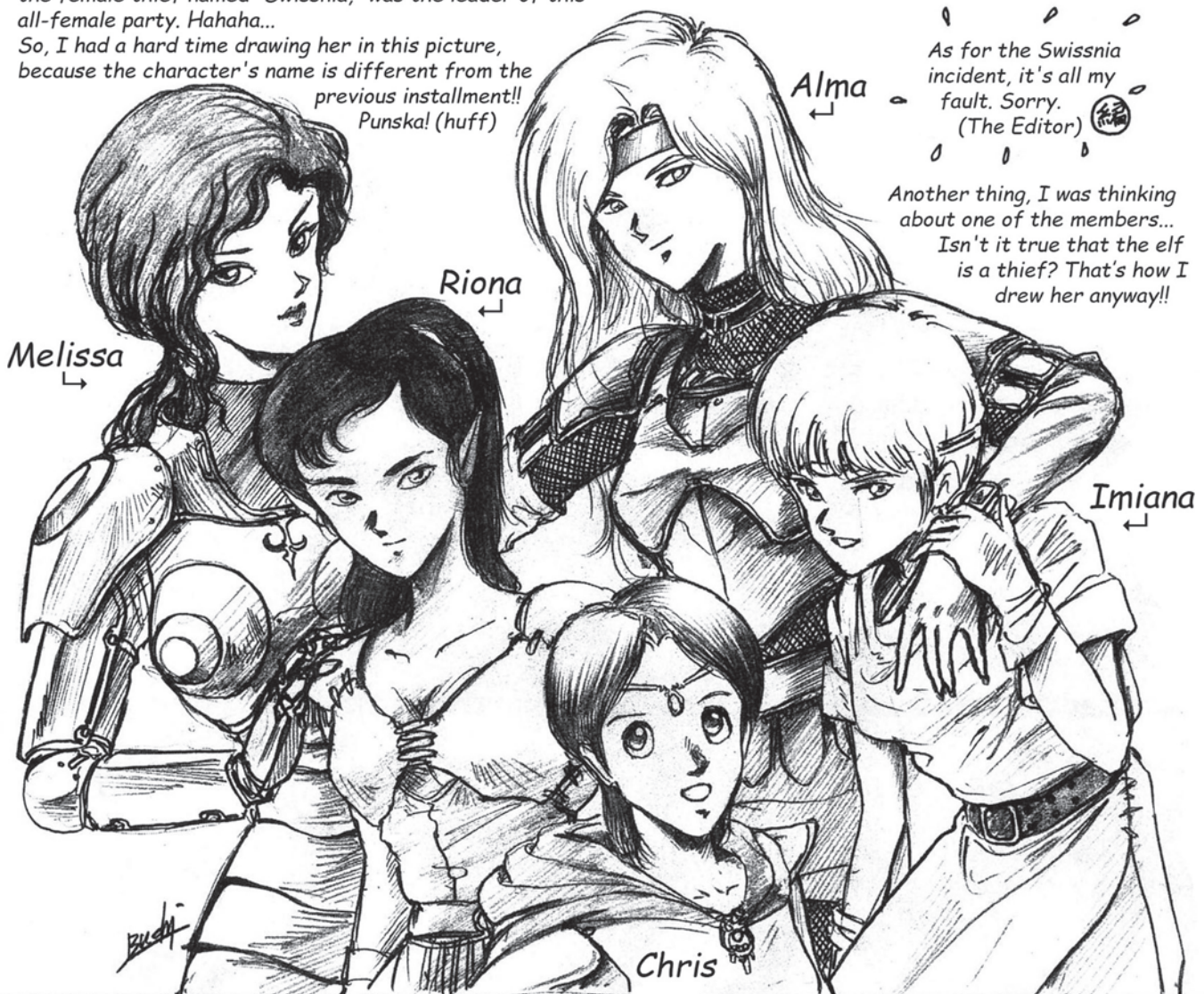
Illustration/Yutaka Izubuchi

To be honest, I mistakenly thought that last time's NPC, the female thief named "Swissnia," was the leader of this all-female party. Hahaha...

So, I had a hard time drawing her in this picture, because the character's name is different from the previous installment!!
Punska! (huff)

As for the Swissnia incident, it's all my fault. Sorry.
(The Editor)

Another thing, I was thinking about one of the members...
Isn't it true that the elf is a thief? That's how I drew her anyway!!



Episode VII - The Sorceror & The Living Armor

This is the seventh part of an exciting series that recreates the actual gameplay of "D&D®" exclusively in this magazine. Together with the all-female party who saved their lives, the heroes set out to defeat an evil sorcerer. Awaiting them are the sorcerer and dozens of his minions! Will this match end well or badly?

Fourth acts as a decoy to approach the enemy

DM: Well, do your best this time! Did you plan your strategy during the past month?

Orson: Of course. First, I draw my sword, then I let out a roar, and then I charge in. Awesome!

Cecil: Ignore that rotten bastard and let's get into the real fight.

Maar: Before that, I want to know about the abilities of our allies. I haven't heard anything about the number of people or the class composition of the women-only party.

DM: "Oh, that's right - I'm late in introducing us," the leader says, bowing her head. The leader is, of course, a warrior. Her name is Melissa* and she is level 5. She's wearing plate armor and is armed with a sword and a shield. Next is Alma, a 3rd level warrior. She is quite a beautiful woman with her gorgeous silver hair falling down her back. Alma has a spear and her armor is chain mail, meaning she has light armor for a warrior. Miss Riona, the thief, is the youngest at 16 years old. She has a wonderful figure showing bare skin under her leather armor, and you can clearly see that she is still young. There is a cleric and her name is Chris. She is 5th level and has low intelligence but high wisdom. She wears plate armor and carries a shield and a mace. She wears an intricately crafted ring on her finger.

(*Translator's Note: As noted before, the artist mistook "Swissnia," the Guild leader and thief, for "Melissa," the head of this all-female party.)

Shiris: I wonder if any of them are good.

DM: Hang on. Finally there is a magician named Imiana who has a boyish appearance. She is level 2. She tells you she recently joined the party. She makes it clear that in combat she memorizes two Sleep spells and then fights with weapons.

Fourth: I'm shocked! Another fighting magic user.

Cecil: It's true. Magic Users don't just wield wands when they have to fight. Look at me.

DM: You're not a good example. Imiana throws daggers.

Maar: Oh, good. That's more like it. I wondered what we would do if she had a personality like Cecil.

DM: So, that pretty much sizes up the members of their party.

Orson: Not too deep, but it's a simple scenario.

DM: Hmmm..., well, what's your strategy?

Even the regular players were shocked by the scope of the opponents arrayed against them. According to the information



ORSON

A warrior who leads the party. He is usually mild-mannered, but in battle he goes berserk.



MAAR

A cheerful halfling. He's an extremely happy person who gets more excited at banquets than during battles.



SHIRIS

A female warrior pursuing adventure and a good man. Rising in popularity due to her extreme actions



FOURTH

A sexy thief with a fear of women. He makes the DM suffer by pulling silly gags.



CECIL

A magic user who looks like a woman. For some reason he childishly prefers melee combat over magic.



SHARI

An NPC female priest. Is she the only decent member within this eccentric group?

they could gather, in addition to the sorcerer, there were about 30 minions in the village. Since it would be difficult to take on so many opponents all at once, it was decided to use some sort of strategy to disperse the enemy.

Orson: The two thieves, Fourth and the NPC Riona, should shoot arrows at the village and then run away. If the number of pursuers is small, we can defeat them, and if there are many, we can attack those remaining in the village where they are weak.

Fourth: I don't think that's a very good plan.

DM: Ms. Riona is happy to accept the idea of being with Fourth.

Cecil: Well, handsome guys are nice to hang out with.
Fourth: There's no point in falling in love with me, Miss.
Orson: Stop that nonsense. This is about executing a strategy. Everyone get busy!

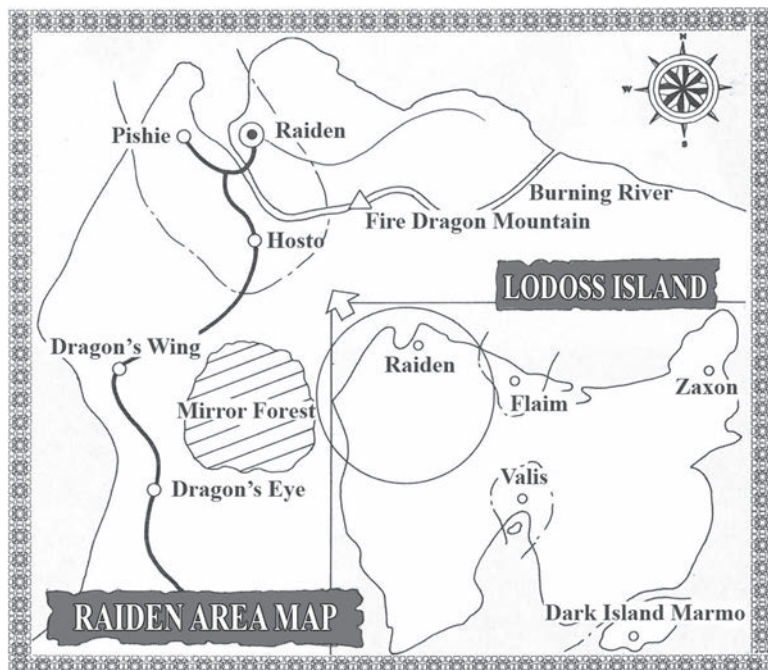
Under the orders of Orson, who is excited to be in charge, the biggest operation since the beginning of Record of Lodoss War began to be carried out!

Fourth: I sneak into the village using Hide in Shadows and Move Silently. How many guards are there?

DM: There is a road running north and south in the village, and at the entrance there are two pillars that look like gates. However, there are no walls, and you can enter from any location other than the entrance. There are two guards at the gate in question. It seems that several people are patrolling the outer perimeter of the village, and from time to time armed figures pass by. Also, all the enemies are armed with leather armor and hand axes.

Fourth: Okay. I would like to advance to a place where I can reliably aim with my bow. Is there a good place for that?

DM: Fourth has a short bow. Riona also has a short bow, so both of you have to be about 30 meters to shoot without negative modifiers. However, don't forget that the Shari applied her Bless to everyone, so the hit modifier and damage adjustment are +1. Well, there are several good vantages to shoot from.



Fourth: Then I'll go up to one of those and shoot - the die is 19. However, the damage is only 2 hit points.

Cecil: Hmm, I don't know if he's incompetent or competent.

Maar: Of course, it's excellent. This way, the guards can make their voices heard.

DM: (However, the lookout only has 1 hit point, so he's dead.) Riona also hit the other with an 11, and did 4 damage. So, the two lookouts collapse in an instant. What an excellent couple!

Fourth: That's a problem. I have no choice but to show myself and scream out loud, "Villagers, please listen carefully. We have killed your guards. We defeated the guards!" Here we go.



A strange monster appears, leading to a predicament

DM: Understood. Then, five of the evil sorcerer's henchmen, who are not villagers, appear. And of course, they're surprised when they see the fallen guard. Two run back inside, loudly shouting that an enemy is attacking. The remaining three draw their short swords and charge Fourth. Now, what do you do? Do you continue to fight the enemy? Or do you look for somewhere to hide? Or do you turn around and run away?

Fourth: The obvious choice...

DM: Run away. The three of them naturally follow you. Riona also panics and chases after Fourth. You're both in leather armor, so you don't get too far apart.

Fourth: Well, I'll just run away as hard as I can.

DM: The other members of the party see Fourth and Riona being chased by three people.

Orson: If there are only three enemies, Fourth and Riona will probably be able to handle them. Is it likely that the number of pursuers will increase?

DM: Yes. But at the moment, since they could only see two people in leather armor running away, they've decided that three is enough. Ten people appear near the entrance gate, but they remain there on guard.

Orson: Damn, we used the wrong tactic. A surprise attack would have been better.

DM: And there were too few of you. The two thieves used projectiles too quickly before escaping, and they conveniently announced themselves, so the villagers are definitely wary of an ambush. Humans aren't stupid like orcs.

Cecil: We have no choice. All we can do is try a forced breakthrough. "Kill Chaos! I love close combat!!"

Orson: I guess this is what was fated to happen after all. I go berserk. It feels so good!

The 9 warriors charged against 30 enemies. Although the enemy were large in number, the lower level opponents were still relatively weak, and after two or three Sleep spells, they were already outnumbered. The remaining ones were cut down by the allied warriors, and in the end, it only took about 5 rounds for them to be wiped out. By interrogating an enemy who had surrendered, the party was able to find out where the mastermind sorcerer lived. It was said that he lived in the biggest house in the village.

Meanwhile, once they were far enough away from the village, Fourth began to counterattack, and although he was slightly injured, he was able to defeat the three pursuers with Riona's help.



Fourth: Well, a thief's job isn't to swing a sword. I'm not as impossible, unreasonable, and reckless as Cecil-san.

Cecil: What do you mean? I beat two of them down with my staff, and I came out unharmed.

Fourth: Good kids should never imitate you.

Orson: Absolutely. Well, it's finally time to confront the Magic User!

DM: So, you arrive at the Magic User's house. Do you burst right in through the front?

Cecil: Of course, I burst in from the front.

Shiris: Right. Because that's more sensible than making a plan.

Fourth: She's being sarcastic. Dear readers, please take the time to think about your strategy before doing this.

Maar: Still, let's go in through the front. I don't think any diversions are needed here. As we enter I announce "Maar is here!"

DM: Then you hear a voice telling you to come in.

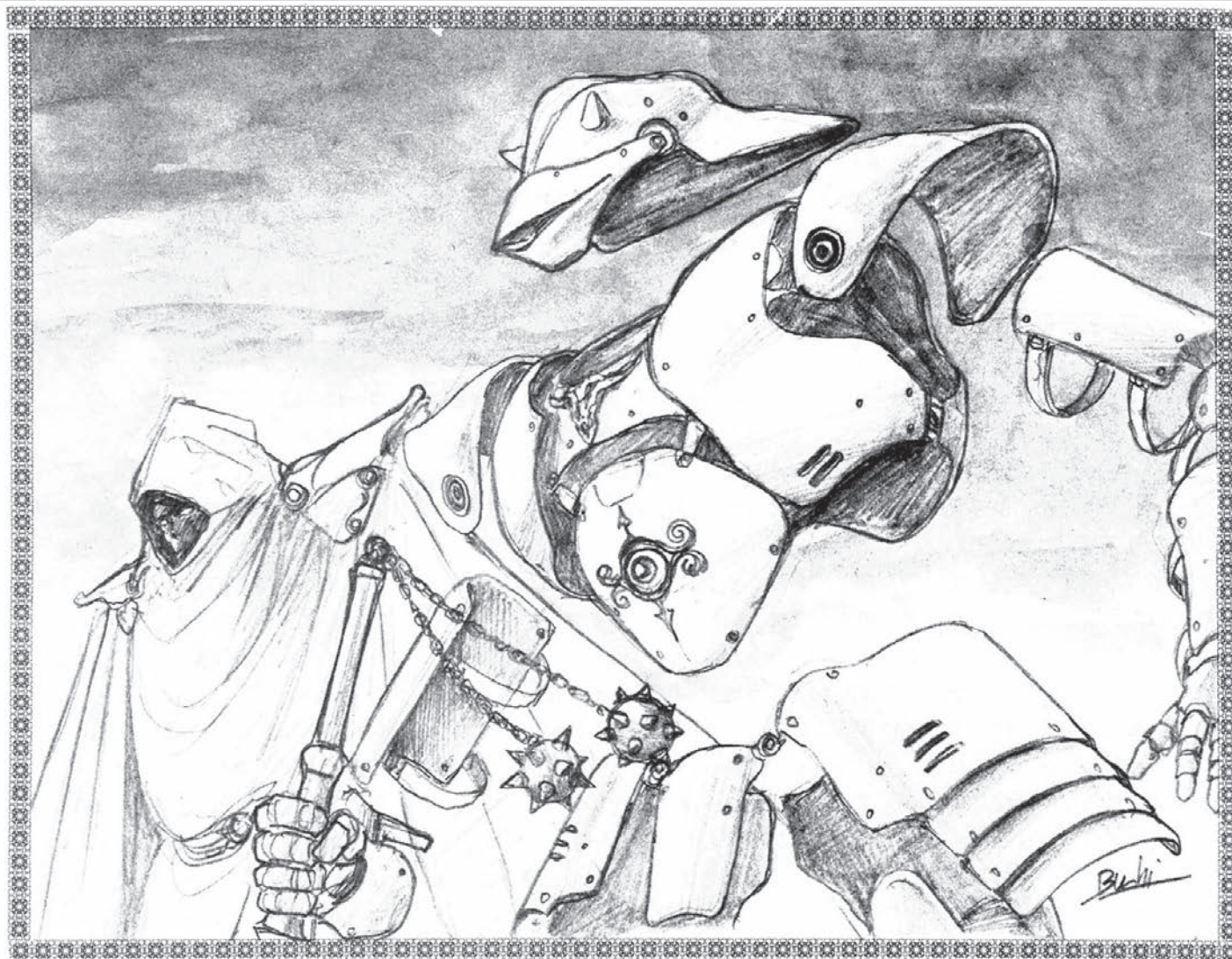
Maar: Okay, well that's very welcoming.

DM: Well, it's a surprise attack.

Maar: I'm not surprised.

DM: Well then, let me explain. When you open the door, you see a narrow, long hall with several doors and stairs. A man dressed in black robes is standing near the bottom of the stairs. And, surrounding him are three monsters.

Orson: What kind of monsters?



DM: I'm glad you asked. This is a special monster submitted by a reader, something you could call Living Armor. The plate armor is moving by itself. These are named Plate Monsters No. 1, No. 2, and No. 3!

Shiris: There are three of them? That's intimidating.

Cecil: I will destroy these monsters with my flame of justice. That's right! I'm casting the Magic User's Fire Ball!!

Maar: Wow. After all, you wouldn't be a Magic User without that.

DM: Okay, let's roll for damage.

Cecil: 20 damage for the first one, 15 damage for the second, and 19 damage for the last enemy. A Magic User is valuable in a situation like this.

(Editor's note: Fireball damage determination is based on a rule interpretation by Group SNE.)

DM: In case you forgot, you're in the area of effect too.

Cecil: Oops. Then 20 damage.

DM: Roll a saving throw for each of you in the hallway. Failure, success, success, success, success.

Cecil: It didn't really work. Let's all fight!

DM: The sorcerer has to concentrate to control the plate monsters, so he can't cast spells. What's more, the magic that Shari-san casts is Silence, which calms the atmosphere around the sorcerer, so you'll be safe against magic for a while. The plate monsters are slow, so this round they can only move and enter close combat range. So, who will deal with the monsters?

Cecil: I...

Maar: Hey! Leave the fighting to the fighters. I, Orson, and Shiris should attack. And I ask the two NPC warriors join us.

DM: Of course, Melissa and Alma move forward.

Fourth: What did the remaining people do in the previous round?

DM: Imiana, the Magic User has already used up her spells, so she does her specialty, throwing a knife at the Magic User. This hits and deals 3 damage. Miss Riona is quickly trying to hide in shadows. In front of the strange plate monster, the cleric Chris can only gape and think "I'm too stupid to understand this!" but wisely casts a light spell, illuminating the dark room.

Orson: Now let's go to the next round.

The God of salvation appears again, causing a major reversal

DM: The plate monsters' initiative is low, so you automatically gain initiative. Since the front is in close quarters combat, projectiles will no longer be effective. Now let's start with magic.

Cecil: I fire a magic missile toward the second monster. That's 7 damage.

DM: Max. The two clerics, Shari and Chris, are waiting with their hammers and maces ready. Next up is close combat. The people who attacked Plate Monster No. 1 were, erm, Shiris and Maar. Let's start there. This guy is heavily armed with a huge shield and a weapon called a flail.

Shiris: That doesn't matter. Hit with 20, damage is 10 hit points.

Maar: Damn. I missed.

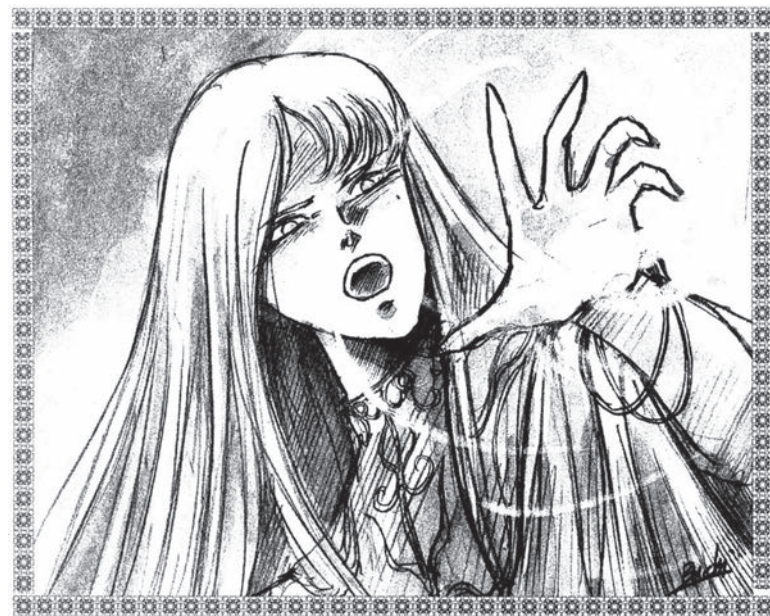
DM: It doesn't matter. This guy has 26 hit points and can be destroyed by one hit from Shiris. What Shiris was holding was a magic sword.

Shiris: +1.

DM: OK, no problem then. Plate Monster No. 1 collapses into a heap of broken armor. It hurt that he failed the saving throw against the fireball. So, let's deal with the second one. Orson is in charge here by himself. No. 2 is a strange guy with each part of his armor divided into 9 pieces floating inside, and his weapon is a sword. So, Orson. Bring it on!

Orson: Uriiiii! What the...? I rolled a one.

DM: Somehow that's appropriate... Now on to number 3. No. 3 has a band on the shoulder pad shaped like a spider's leg. And the arm and leg armor are floating independently. There's an NPC duo here - Melissa fails. Alma is successful. 7 damage. Now it's



the enemy's counterattack. Plate Monster No. 2 strikes Orson with a sword blow. 5 damage.

Orson: Ouch. But surprisingly that's not much damage. DM: (Even if D10 + 3 damage is small, it's like this.) So, No. 3 attacks independently with all 6 of his shoulder pads, and 3 go to Alma and 3 go to Melissa. Then Melissa was hit by two of them and took 21 damage. And just like that, she groans and collapses.

Maar: Well, she must have only had that many hit points.

DM: Not exactly. She has 27 hit points. But...

Fourth: There are things called poisons in this world.

DM: Hehehe, exactly. She failed her saving throw against Poison.

Orson: This is bad.

DM: Next round. The enemy sorcerer is still focused on concentrating. So, it's your turn again. Alma's attack on the third one fails. Shari runs over and tries to drag Melissa's fallen body out of the fray.

Shiris: I'll go next to her and support her. Do I hit with a 14?

DM: It's a miss, even with the Bless effect, it's -1 Armor Class. So, it doesn't hit.

Maar: This round, I'll just move towards No. 3 to support NPC Alma.

Orson: Uriiii! I miss.

DM: Well, here's their counterattack again. First, No. 2 aims at Orson and hits. 8 damage. Then there's No. 3's 6-shoulder attack, which hits Alma twice and deals 9 damage to her. So, Alma-san ends up collapsing as well.

Maar: Wow, I'm all alone now. This is bad.

DM: Seeing this obvious disadvantage, the dim-witted but wise Chris muses, 'Well, it's very dangerous here, so let's ask the Spirit of the Ring for help.'

Fourth: The Spirit of the Ring? Maybe...

DM: Chris recites some words without speaking. A puff of smoke comes out of the ring and a Djinn appears.

Fourth: Yay! A Djinn is powerful. This could help us win.

DM: Plate Monster No. 3's poison attack isn't effective against spirits either.

And with that said, the Djinn is a big help. Two rounds were enough to crush the plate monster.

Cecil: I turn toward the sorcerer. Come on, messenger of evil, prepare yourself.

DM: However, the sorcerer has lost his will to fight after his dependable plate monsters have been crushed. He just surrenders.



Cecil: What a pathetic guy. What should we do with him?
Orson: Let's tie him up with ropes, blindfold him, and take him back to the guild. However, it's not up to us to decide that.

DM: It seems that the NPC party that suffered two casualties has no intention of forgiving the sorcerer, but since their leader has fallen, they agree with Orson's opinion.

Shiris: In the end, our performance wasn't that noteworthy this time either.

Orson: Hmm, pathetic. With outcomes like this, the road to becoming king is getting longer.

DM: So, see you next month!

This month's special NPCS

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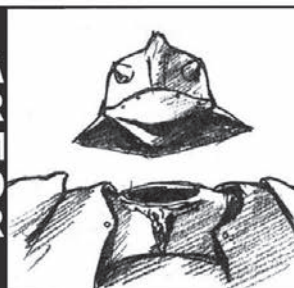
Megumi Maruyama, Niigata Prefecture

C
H
R
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S



Yutaka Sano, Saitama Prefecture

L
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Katsuyuki Katayama, Osaka Prefecture

News from Lodoss Island

Good day! I'm the DM, also known as the Dungeon Master. This month's reader-created NPCs are the female Magic User Imiana, the cleric Chris, and the monster called Living Armor. Each NPC author will receive a special Comptiq T-shirt. We'll see which NPCs appear next month, so stay tuned!

Here are the second results of the "Lodoss Island Character Contest" based on reader voting!

- 1st place / Cecil...43 votes
- 2nd place / Shari...40 votes
- 3rd place Orson...35 votes
- 4th place/Shiris...21 votes
- 5th place/Fourth...12 votes

- 6th place/Maar...8 votes
- 7th place/Leylia...6 votes
- 8th place/Slayn...5 votes
- 9th place/DM...4 votes
- 10th place / Jaran...1 vote
- 10th place/Ashram...1 vote
- 10th place / Silver...1 vote

The contest ends on December 7th. If you haven't voted yet, write your favorite character from Lodoss Island on a postcard and send it to me. Of course, those who have already voted can vote again. The address is below!

Tokyo 102, Chiyoda-ku, 4-7-16 Kudanminami, Ichigaya KT Building Fourth Floor, Comptique Editorial Department, "Lodoss Island Chara-con" Section

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ウィザードリィ4

ウルティマIV

拔忍伝説ほか

お年玉プレゼントつき
トハウスマラソン



あけましておめでとう!
今年もコンプティークをよろし

ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

Episode VIII - Journey to Fire Dragon Mountain

What will be the fate of our heroes, who are caught up in the midst of a battle between justice and evil that is about to begin, shaking the island of Lodoss over a magical staff that can make the one who holds it the ruler of the world!?

This is the eighth part of an exciting series that recreates the actual gameplay of "D&D®" exclusively in this magazine.

Secret events from the previous campaign will also be revealed!!

The mercenary king gives an epic quest to the heroes

DM: Well, please try your best this time too.

Fourth: Even if you say that, if the only people working hard are the NPCs, there's no way to get excited.

DM: It's okay. I'm sure there will be a place for you to play an active role in the future. So, you return to the adventurer's guild. The female party that was active last time is also with you, but the situation within the guild is currently delicate.

Orson: So, the desert king is coming.

DM: Yes. Since you are involved in this important matter, you are sent to the basement, but the other members of the general public are not allowed to enter.

Maar: I feel special.

DM: There are more people than ever in the now familiar underground conference room. First of all, there is the trio of Shadam, Leylia, and her husband Slayn, as well as the executives Goose and Swissnia. And, this week's highlight, a warrior who can be recognized as the desert mercenary King Kashue can be seen, with two bodyguards on either side of him.

Shiris: What kind of people are the guards?

DM: They're like this - one is a young warrior, and the other is a female elf woman.

Cecil: What a combination!

DM: Muhahahaha, they mark the return appearance of two of the DM's favorite characters, Parn and Deedit.

Slayn: "Well, it's been a while."

DM: Hey, your current character is Fourth.

Fourth: "Yo. Nice to meet you."

Cecil: I'm thrilled to meet the hero I admire so much.

DM: After everyone introduces themselves, King Kashue slowly stands and begins speaking. "I heard from Slayn the details of the incident you and your friends encountered. The ancient magic staff that you heard about from a man named Ashram is said to grant the one who holds it the power to become king. It must not be allowed to fall into the hands of Ashram. To be honest, I don't even know if I should have it. I'm not a chosen hero like King Fahn or Beld in the past, and I don't think a kingdom built with the power of a staff like that would be able to gain the trust of the people for a long time.

Cecil: He's a very humble man.

Shiris: He's too modest!

DM: "Regardless of how the magic staff is to be used, we must first track down and capture Ashram. Otherwise, Ashram could become the second coming of Beld and draw Lodoss into the vortex of war once again. If such a large-scale battle were to occur again, humans would be unable to maintain civilization and this island would decline into a state that could only be described as barbarism. We must prevent such a situation from happening at all costs."

Cecil: That's right! Kill Chaos. Kill all those evil people!

DM: (He really is an extreme guy) "We cannot wait, so let's leave right away." Kashue declares that it will be a long journey to reach the peak of Fire Dragon Mountain.

Maar: Our opponent has a five day head start. How long does it take to reach Fire Dragon Mountain?

DM: About 10 days. Of course, it would be shorter if you rode on a vehicle or did a forced march.

Maar: Then we definitely will need a horse.

DM: By the way, Ashram didn't just go to the destination on horseback. The goal is to reach the top of the mountain.

Orson: But as far as we're concerned, it would be faster to go by horse. Otherwise, we won't be able to catch up with Ashram at all.

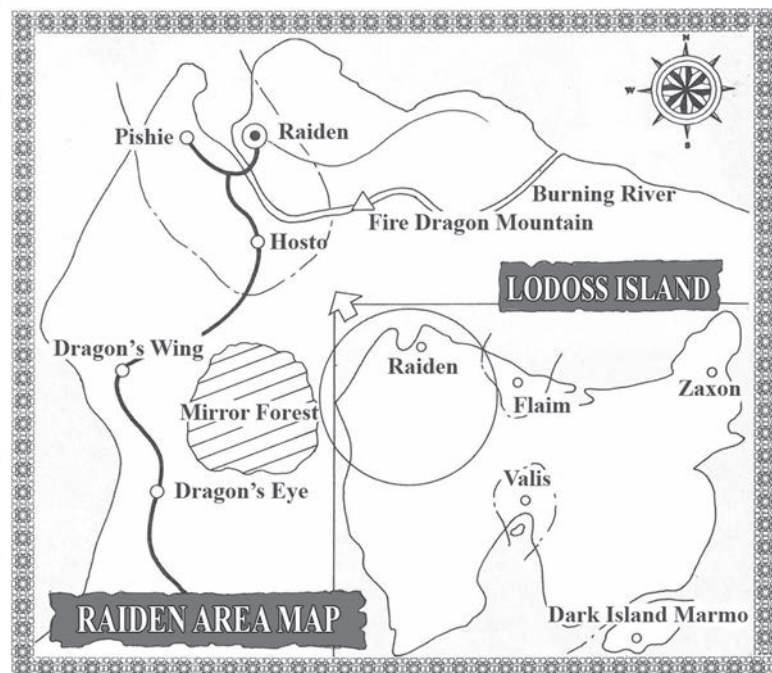
DM: Well then, Shadam offers to prepare horses for you, though it seems that a vehicle for King Kashue has already been prepared.

Shiris: What?

DM: That's a fun reveal for later. First, we have to select the personnel for the Ashram tracking team.

After all, your opponent, the man named Ashram, was Emperor Beld's right-hand man, and he was pretty good with a sword. Because no one knows which route they took, Leylia advises that it would be better to split up into two groups.

Orson: Of course. So, how do you divide us up?





DM: Slayn, Leylia and the player characters in one group and everyone else in the group with King Kashue.

Shiris: Of course.

DM: Whatever the reason, your party with the husband and wife duo Slayn and Leylia, will ride horses along the main highway to Fire Dragon Mountain. King Kashue will take his two bodyguards, Parn and Deedlit, and head to the destination ahead of you. Without Slayn and Leylia, if you end up fighting Ashram, it will be a repeat of what happened the last time.

Orson: Oh, this is pathetic. This time I'll probably lose my life.

Maar: Probably. But I'm a cheerful halfling, so I look at it as a chance to make up a song about it.

DM: (What does that have to do with anything?) It's decided then. Time to get going.

Orson: Well, get your horses ready. I guess everyone can ride a horse.

Maar: I can't ride something that big.



ORSON

Party leader and warrior. Perhaps because he is so anxious, he often turns into a berserker.



MAAR

A cheerful halfling. A small person who gets excited the more he makes noise to liven up the place.



SHIRIS

A female warrior with an extreme personality who has no eyes for men and loves the sight of blood.



FOURTH

A no-good thief who is afraid of women. I don't really know if he has a strong or weak personality.



CECIL

A most odd Magic User. He prefers hand-to-hand combat to magic.



SHARI

An NPC cleric. She is plain and unremarkable, but for some reason ranks high in reader polls.

The unexpected ending of the previous campaign

DM: Oh, can't halflings ride horses? Okay, I'll prepare a carriage, Leylia and Maar will ride in it, and Slayn will act as the driver. That's fine. So, you leave Raiden. Kashue and his friends are with you until the middle. As you leave Raiden, Parn, the female elf Deedlit, Slayn, and Leylia actively exchange information about Karla.

Maar: Come to think of it, Leylia-san used to be Karla. I wonder what Karla is doing now.

Fourth: Let me answer that.

DM: Fourth doesn't know about that.

Fourth:

DM: Here's how Slayn explains it to you. The ending of the last campaign was epic. After meeting the great sage Wort and receiving a scroll of "Protection from Magic," Parn and his group relied on that spell to confront Karla. This confrontation was a spectacular victory, and Woodchuck snuck up from behind her and took away "Karla's Circlet" that was stuck on Leylia's forehead. In this way, Leylia was freed from Karla's spell, and the party thought everything was neatly wrapped up. At that moment, however, Woodchuck suddenly put "Karla's Circlet" on his own

forehead. Of course, Woodchuck's spirit was taken over by Karla, and Woodchuck/Karla, disappeared into thin air.

Orson: Oh my god!

Fourth: Hey, I thought Parn and Deedlit followed Wood, while Slayn Starseeker, accompanied by Leylia, returned to his homeland of Alania to bury Ghim's remains after the battle.

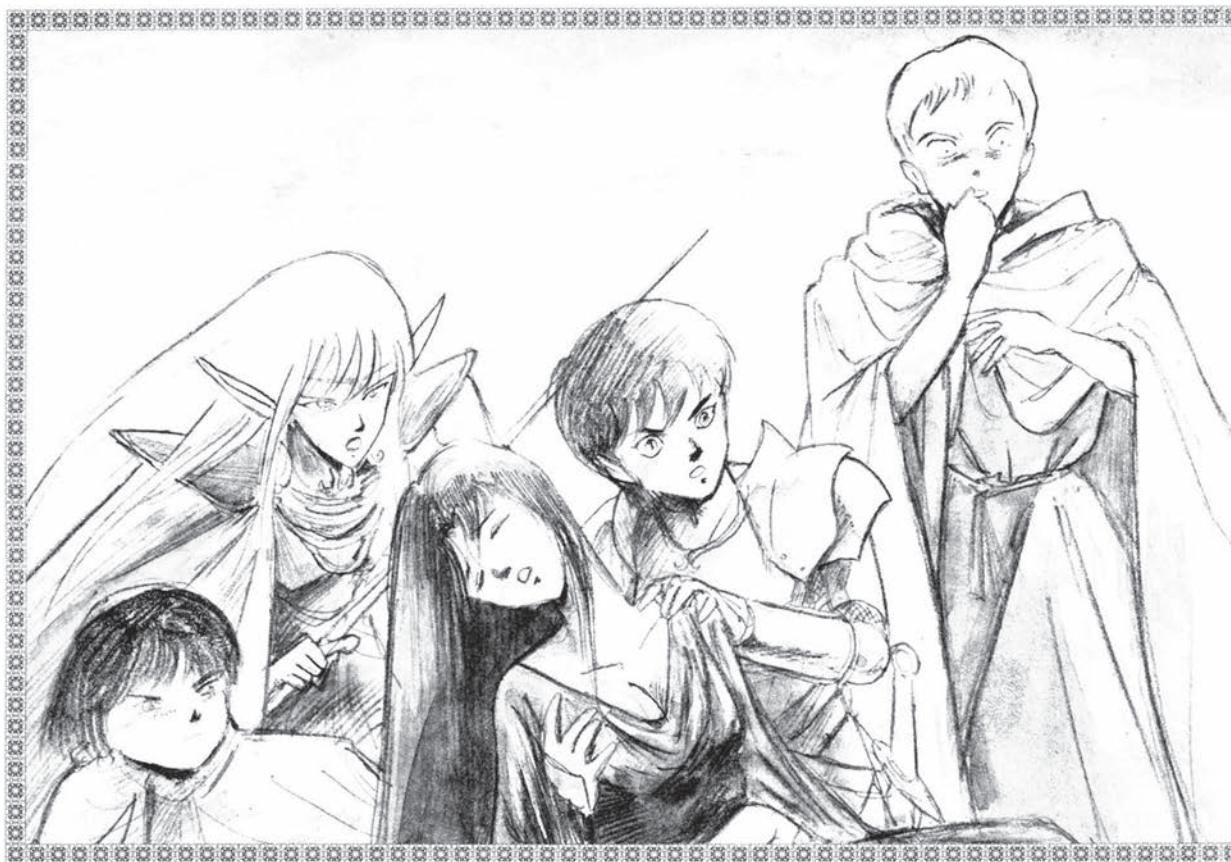
DM: They did. That was the end of the last campaign. But, what happened after that is a continuing story. Etoh married Fianna, the daughter of Fahn, and became the King of Valis, and Slayn married Leylia. They worked together to restore peace to Lodoss, and gained Kashue's cooperation. That's why they opened the Adventurer's Guild.

Cecil: In other words, the characters from last time are now the heroes who hold the fate of Lodoss in their hands. We can't afford to lose either. I will use this dagger to drive out evil from Lodoss! Kill Chaos!!

DM: Stop talking nonsense and let's get on with the game.

Orson: Heh, heh.

Here is a note from the DM. I've been writing a lot about how to play the D&D® game, but I think it's about time I summarized it. So, this time, let's think about how to put together a good party!





First of all, you need one master and several players to start the game. The appropriate number of players is about 4 until the master becomes experienced. Once you get used to it, you can have up to around 10 players, but 6-7 is optimal. Half of my party is generally made up of warrior types, and I definitely want at least one of them to be a human fighter. This is because elves grow slowly, and dwarves and halflings have limited weapons, so human warriors who can take the lead in fighting are absolutely necessary. I want a second player to be one who can use Magic User spells. I also feel I need at least one cleric and one thief.

The party composition in the previous series was a warrior, dwarf, elf, thief, cleric, and magician, satisfying all of the above conditions, so the balance was very good. This can be said to be the most orthodox combination for a party of 6 people. This time, the characters are a party of five: two fighters, a halfling, a Magic User, and a thief, while the cleric is an NPC. Cecil is the only character who can use Magic User spells, and he is quite weak outside of magical battles. However, the two warriors are strong melee fighters, so this is a powerful combination against monsters.

When you don't have many characters, the cleric will have to double as a warrior. There may be some people who say they don't need a thief, but I really like at least one PC to be a thief. Of the two, clerics are better suited as NPCs. Magic Users are a

class that has decisive power in battle, so they have to be PCs, and warriors are also star-studded, so they are better being PCs.

When there are many people, you can create various other combinations. Two magicians are powerful, and two clerics double the healing magic, so the chance of death is greatly reduced.

Two thieves are a matter of taste, but they probably won't be of much use. Also, when there are a lot of people, elves and halflings will be less likely to appear, so that is not recommended. This is because one warrior and one Magic User are definitely stronger than an elf.

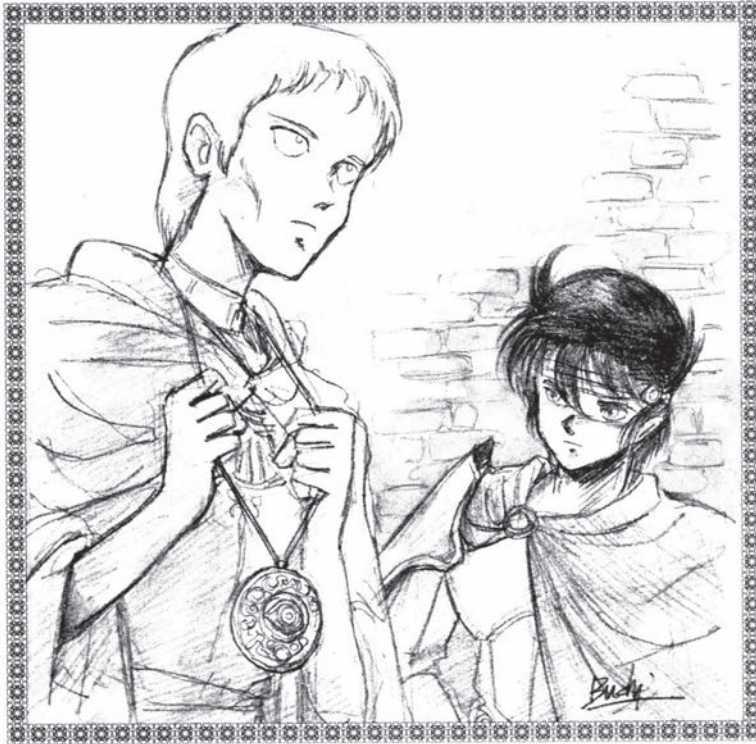
The above are things to keep in mind when forming a party. Of course, these are just the basics, and it's perfectly fine to experiment with party composition. However, I recommend forming a party using this pattern until you get used to it.

The next lecture, which I will take so time with, will be about tendencies and suggestions for playing character classes.

DM: After leaving Raiden for a while, Kashue's ride is waiting for him. Even though I called it a ride, it's not a Benz or a B.M.W., it's a giant rock bird. Judging by the fact that it has seats attached to its back, it looks like it was domesticated for transportation. So, Kashue, Parn and Deedlit climb aboard and fly away.



A night in a village in the wilderness and the beginning of a new adventure



Orson: Goodbye.

DM: The horse group proceeds to Fire Dragon Mountain along the main highway. Three days pass without incident. This area is dotted with small villages along the banks of the Blazing River, the region's largest river, and you have to go to Hosto to get to a big town. The area is quite deserted, and there are villages that have been brutally burnt down, probably attacked by bandits. You have heard that Hosto still exists and that the security situation is reasonably safe. You and your friends are planning to go up the Blazing River from Hosto and head for the peak of Fire Dragon Mountain.

Orson: Understood. On the way, I ask anyone we meet if a group led by a man named Ashram has passed along this road.

DM: Hmm, no one seems to recognize the name, but you hear that one group matching their description passed through here.

Cecil: So, we're on the right track.

DM: Three days later, around dusk, you arrive at a small, quiet village.

Shiris: Let's stay here tonight.

Orson: Great idea. No matter how much of an adventurer you are, that doesn't mean you like camping in the wild.

Maar: But I wonder if there's an inn in such a small village.

DM: You can't seem to find any buildings that look like an inn.

What's even more strange is the villagers' reactions. When they see you, they retreat into their houses in a hurry, and those walking on the street run away.

Cecil: What's with the cold reaction? They're rude. Hey, Master. I'll use the spell "Detect Evil" on one of the villagers.

DM: Okay. That person is not evil. Even though he's running away from you, his expression is not one of hatred, but of fear. "He looks like he's scared of something," Slayn mutters to himself, and Leylia-san chimes in, saying, "I agree."

Orson: I'm so glad this husband and wife are on such good terms.

Shiris: I wonder what the villagers are so afraid of.

DM: Slayn takes a medallion about 10 centimeters in diameter from his robe pocket and hangs it around his neck. When you meet another villager, an old man, you are just be able to say a few words before he has a chance to run away.

Maar: Old man, why are you running away?

DM: For a moment, the villager turns around and looks at you as if pleading. Then he shakes his head two or three times and hurries off. After the villager leaves, Leylia turns to her husband and asks, "What did you sense?"

Slayn: In response, says, "the old man thought, 'These travelers seem like adventurers, but I'm sure they can't beat the Count.'"

Fourth: It's an ESP medallion! By the way, did you say "the Count"?

DM: Yes, the Count.

Fourth: His name isn't Strahd, is it?

DM: (Hmmm, I guess I've been found out after all) Slayn replies casually, "The old man didn't reveal his name."

Orson: This place is crazy.

DM: In the meantime, it's gotten dark and any pedestrians have disappeared. This seems to speak volumes about the current state of security in Lodoss. Then, of course, it starts to rain, and you can hear the sound of thunder in the distance.

Fourth: Well, at least it's getting more exciting.

Maar: More like, we're getting more in trouble. There's no inn, and when it rains, you can't travel. We're stuck. Anyway, we need to find somewhere to stay. Normally, we would try to impose at the village chief's house. I wonder if we can find a house like that.

DM: So, you're looking for a big house?

Shiris: That would be nice.

DM: There are two large mansions in this village. One is a building on the outskirts of the village that looks more like a castle than a mansion. The other house is a

DM: You got me!



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Tokyo 102 Comptiq Editorial Department "Lodoss Island" Section

This month's installment isn't over!

Continue to the next page

GRAND REVEAL OF NPCs CREATED BY READERS!!!

When we solicited NPCs for "Record of Lodoss War II," we received over 1,000 applications from readers all over the country. Unfortunately, it is impossible to include all of them in Record of Lodoss War II. So, I would like to introduce some of the NPCs that did appear.

"Hey, you crazy party people" (Goose)

Comedic Quartet

Miyazaki Prefecture · Masato Akagi

- Gremy/Lawful elf and party leader. However, he is the kind of guy who walks around wearing clothes that say, "Keep away from danger" (Translator note: the phrase here means modest and not presumptive) because he is a perfectionist.
- Lou/Girl warrior. "It's a monster! Stay back!" She's the one that jumps on them first.
- Bub/A dwarf who speaks in Hiroshima dialect. He's an irrational guy who resorts to violence no matter who the opponent is. (Translator Note: The Hiroshima dialect has become stereotypically associated with tough-guys).
- Greed/High level magician of Pop/cat.

However, he has almost reached the level of an old man. There were a lot of weird guys like that.



▲ Flying Elf

Red Haired Elf

Hiroki Muto · Fukuoka Prefecture

The enclosed illustration of the elf's startling presence with red hair and tan skin was one of the best among the entries.



Paired Adventurers

Daiki Maruyama · Tokyo



▲ A gentle female thief



▲ Magician with a fear of women

The Magic User Acuricitan hates women. However, he gets along well with the female thief, Tisna. The two of them are always going on adventures together with various parties.

Adventurer with child

Kenichi Kaneda · Osaka Prefecture

Amienramta, a female magician, lives with her only son, Petit, because her husband has gone missing. She has decided that her husband is dead (he wasn't very reliable), and every day she falls in love with a good man. Her son Petit is only 2 years old.

A team of lovers is cool, but having a child as a companion is unique!

I don't think I'd be able to DM such a crazy character
(DM)

Super Dragon Girl

Osaka Prefecture · Junichi Iwano

Yul Namkaam is a half-dragon who has lived for 220 years. Her hit points are 104 (!), and all her ability scores are 18 (!!). A broken character who ignores game balance, having enough money to buy an entire country (!!!) and too many magic items to count (!!!!). It's a shame as a DM if you try to master this character.

Yadoya's Nee-chan

Yudai Kurihara · Tokyo



This girl has a charisma of 18, so she has a lot of people who come to see her, so she's clearly very good at it. Her character sheet didn't have anything written on her other than her charisma value, ah...

Weak Elf

Kyoto Prefecture · Tetsuya Yamamoto

Loreia, a 6th level elf, is very weak, probably due to her upbringing in the city. Her hit points are the same as a 2nd level fighter, and up to 4 of her ability values are negatively modified. The only thing is that her Charisma is 18, which is why she managed to survive to level 6 thanks to the efforts of her followers who were charmed by her. Pathetic!

"There's no use in falling in love with me, young lady."
(Fourth)

Beautiful Female Warrior
Ryoji Terada • Nagasaki Prefecture



I liked the classy illustration, so I asked for her to appear.

Etiquette Picky Cleric
Jinboshu • Kyoto Prefecture

Bishop Gervas is a traveler from Moss. He is a calm, benevolent and kind cleric who heals those who suffer, regardless of whether they are good or evil, free of charge.

That's all well and good, but when someone shows disrespect, he suddenly becomes a wild man, and in his anger, he casts a spell that cripples them. He may be kind and benevolent, but he's not just some weak old man.

"Kill Chaos! Let's fight, friends!" (Cecil)

Dragon Keeper

Koichi Kobayashi • Nara Prefecture

The elf Rimuru Topaz has four dragons that he has transformed into pixies.

He is a reckless man who, when faced with dragons, focuses all his energy on capturing them rather than defeating them.

It is said that he has captured over a dozen dragons so far, including a Gold Dragon!

2nd Orson

Masakatsu Imon • Osaka Prefecture

Gardner, a 4th level fighter, is one of the best human warriors, but he has one major flaw. If he takes even one point of damage during a battle, he enters a berserk state and continues fighting until either he or the enemy dies. However, it is unknown whether or not he shouts "Uriiiii!" Well, there's someone like that in every party.

2nd Cecil

Masanaga Uekusa • Chiba Prefecture

A Magic User with the nickname "Riker the Knife Thrower." He believes that "magic is a means of protection," and extremely dislikes using magic for attacks. What he does when he attacks is he throws daggers a lot. Well, it's better than someone like Cecil who uses a staff to engage in hand-to-hand combat!

Shadow Assassin

Shin Kakutani • Yamaguchi Prefecture

Saara is a member of an assassin group called the Black Thieves. She hides her true identity and works as a maid in the homes of important people in town. Is her purpose to find out some kind of information, steal something, or even assassinate someone? The PCs should beware of Saara. She is a dangerous woman with a hidden dagger, whose true identity must be uncovered to thwart her sinister plot.

"Woohoo! A beautiful girl!" (Maar)

A Gentle Magic User

Ken Takahashi • Miyagi Prefecture



Thank you so much for all the applications!!

Hello everyone, this is the DM and I'm happy to see you again. Anyway, thank you for all the applications. As a person making the selection, I was really moved with excitement at the overwhelming amount of entries.

Well, in this special supplement, I've selected some of the more interesting and outrageous characters to introduce to you. Is your character listed here? Putting that aside, let's write down some of the things I felt when I saw the NPCs that were sent to me.

First, my first impression was that the NPCs everyone created were extremely strong. It is especially noticeable that their hit points and charisma are high. The higher the hit points, the greater the chance of survival, and if you're going to play a character anyway, it's better to have good charisma, so that others will empathize with the character. Perhaps that is why these two numbers are so high.

However, I was more attracted to NPCs that had their own individuality rather than characters with good numbers. Even though she only had 14 Charisma, the bar diva Lucia had a vivid image, and I felt that Silver of the Golden Sword had something different from the other characters. A character who is strong but has no driving principals has no charm. A good character is one that has a sense of drama behind them - this is just my impression.

Next, let's introduce some of the most common patterns.

The idea of a cleric who lost his parents at a young age and was abandoned in front of the church. I received about 10 similar messages.

The person is actually a dragon. This pattern is also common. Dragons are the number one monster, and the reason for their popularity is that they can sometimes take the form of humans. The Gold Dragon is Lawful.

Masked killer. He always wears a mask, and his true identity is a mystery. It's true that just because he hides his face behind a mask, you get the feeling that he has hidden some kind of amazing ability, but when you meet someone for the first time, it doesn't really matter whether he has a mask or not. I think so, but what do you think?

Ninja assassin. This character type is also common. It's a shame that he can't be included in Lodoss' world because he has a strong oriental flavor. By the way, the "D&D Masters Set" introduces a new character class called the Mystic, which is similar to ninjas. It may also be influenced by "Wizardy."

The above are the most common character patterns. These kind of things inevitably become a negative in terms of originality.

In conclusion, everyone, please remember that character is a word that means "individuality." Creating fictional, yet real, and fresh characters in a fictional world is another way to enjoy D&D. See

you next month!

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見逃すな!!
ゲーム新時代。



激震! ゲーム対決
ソーサリアンvsハイトライト3

ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

Episode IX - House of the Vampire

The heroes continue their journey to Fire Dragon Mountain in search of an ancient staff that is said to hold the power to rule the world. However, stopping in a small village, did they glimpse the shadow of a terrifying vampire?

This is the ninth part of an exciting series that recreates the actual gameplay of "D&D®" exclusively in this magazine. This month contains a series of hurdles to overcome!

The true identity of the vampire is revealed

DM: The sound of rain gets louder and louder. When the thunder rolls and the lightning strikes, the outside becomes as bright as daytime. Shari, who is watching the scene from the window, mutters to herself that it is ominous. Now, let's get started.

Orson: You suddenly lower your voice and it sounds like something out of the 100 Yokai Monogatari stories.

Fourth: Because the enemy is a vampire, the most popular undead monster in the West.

Cecil: Our characters don't know that, you rotten player!

DM: Right now everyone is enjoying their post-meal rest in a room with a long table. The young woman who lives in this house has brought you wine and fruit after dinner. What would you like to do? It's still early in the evening.

Maar: It's in times like this, when the atmosphere is so dark, that my songs come in handy! "♪Halfling, halfling, Yahoo! ♪"

Orson: Stop it. I'm tired of hearing the same song all the time.

Shiris: We can't go outside in this situation. We're completely stuck.

Cecil: If I don't have anything to do, I'll go to sleep.

Orson: That's good for now.

DM: You know, I'm sure there are more important sources of information closer at hand. There's no other choice. The two wise clerics, Leylia and Shari, talk to the young woman who is the owner of this house.

Fourth: I-I forgot. Oh, how incompetent I am.

DM: The young woman introduces herself as Shandis. As expected, she explains she is the daughter of the village chief.

Orson: Hello.

DM: However, after she introduces herself, she falls silent and looks worried. As she speaks, a look of pain or fear crosses her face. It's obvious that she doesn't know what to make of you.

Fourth: Well, it would be a bit unnerving if 8 people dressed in such strange clothes came rushing into your home.

DM: Seeing this, Leylia murmurs something and lightly touches Shandis's hand. Immediately, the darkness disappears from Shandis's expression.

Fourth: A "Remove Fear" spell. As expected, she is a high level cleric.

DM: Shandis looks at Leylia's face with relief. "You're a cleric, aren't you? I felt a sense of virtue, a very high kind of virtue from you." Leylia smiles and tells her that she is a priestess of Marfa, the mother goddess, and her name is Leylia. Don't worry about her. All of the people here are fine young people with strong aspirations for justice. Leylia tells Shandis that she doesn't know

what the girl is afraid of, but the party will definitely try to overcome the source of her fear.

Relieved by Leylia's words, the girl opens her mouth and tells the adventurers the following horrifying story...

Before the War of Heroes began, the village's affairs were left to the village chief, Shandis's father, and the Count locked himself in his castle's library all day long, studying esoteric ancient texts. However, the amount of taxes collected from the villagers was not high, and although he was said to be eccentric, the Count's reputation was by no means bad.

One day, about three years ago, it seems that the Count finally found his purpose. He performed a funeral for himself, saying, "I have been freed from death, and at the same time I have said goodbye to life." From that day on, the Count never appeared before the villagers again, and full authority over the village passed to the village chief.

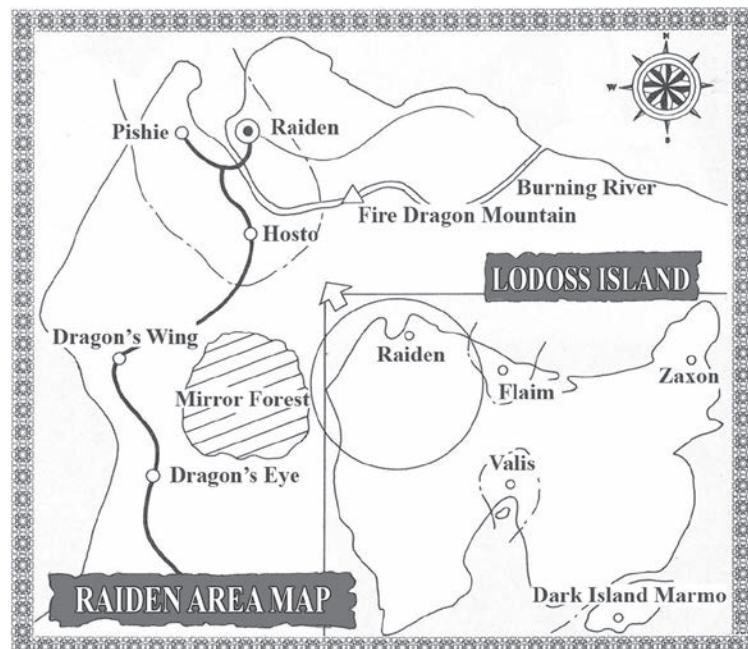
However, recently, a number of villagers have gone missing, and some of them have been found as mutilated corpses. The corpses were all ripped to pieces, as if they had been torn apart by an animal, and their internal organs had been removed. Unfortunately, Shandis's father was among the victims.

Maar: That's a scary story.

Orson: So that seems to be the work of the Count.

DM: Exactly. Some people claim to have seen a suspicious shadow entering the Count's castle. And even though no one else lives there, it seems that there are lights on at night.

Fourth: I wonder what it is. I'm starting to feel like maybe it's not a vampire.





DM: Perhaps. According to Shandis, the Count is definitely involved in this series of incidents. The villagers are frightened and some are considering leaving the village. What holds them back is not the lack of courage to confront the Count, but the resignation that Lodoss is the same no matter where one goes. Shandis continues, "I beg you. If you are truly heroes, please uncover the Count's secret. And if he is the culprit, use your power to defeat the Count. Of course, I will give you a reward. It may be an insignificant amount, but..."

Cecil: There's no need to reward us. Our mission is to defeat evil beings. "Kill Chaos!"

DM: Leylia-san also makes a strong statement, saying that she will go to the mansion early tomorrow morning and clean things up. Slain also nods his head.

Orson: That's fine for characters with a high level of skill. It's life-threatening to us.

Deciding that there was nothing else to do that day, the group went to bed early. However, it was past midnight when everyone was asleep...



ORSON

A warrior and party leader. Recently, he has been turning into a berserker and promoting his own interests.



MAAR

A halfling who is good at singing and dancing. He may be small, but his fighting spirit is great.



SHIRIS

A female warrior who loves fighting. She gets involved in every battle, but she still can't find a good man.



FOURTH

A useless thief whose only advantage is his good looks. But he has a passionate fan base.



CECIL

He is a magician who also has a nice face. He's a complicated guy who likes fighting more than magic.



SHARI

An NPC female cleric. Among the selfish members of the party, she is the one who is faithful to her duties.

A surprise attack and Shari is kidnapped

DM: I'm sorry to interrupt everyone's rest, but try making a saving roll against Wisdom. By the way, when it comes to saving based on ability values, it's not more than the number, but rolling less than that.

Orson: What, what? There's no way I, with a wisdom level of 7, will succeed.

Who succeeded? Maar, Fourth, and Shiris.

Maar: (smug) By the way, I also have a wisdom level of 7.

Orson: Ugh!

DM: So, those who succeeded wake up. You hear an eerie sound coming from the back door of the house!

Fourth: We got an early warning.



Orson: Lucky you. Please wake the rest of us up quickly.

DM: Maar and Fourth share a room. So, Cecil and Orson are sleeping next to each other? By the way, when Shiris noticed, she discovered her companion, the cleric Shari, was nowhere to be seen.

Shiris: I need to don my armor first. I can't go out in my pajamas.

DM: Fourth and Maar rush to the next room to wake up Orson and Cecil. Shiris dons her combat garb. So, Mr. and Mrs. Slayn, who stay in their night clothes, are the only ones rushing immediately to the scene. Leylia's voice calls out that there's a werewolf howling at the back door!

Orson: Oh, here comes the wolf. The wolf has arrived!

DM: During that round, you can hear a cracking sound coming from the front door.

Maar: We're surrounded.

Cecil: What are you doing relaxing? We have to go quickly without wearing armor, just bring your weapons.

Fourth: Says someone who doesn't wear armor.

Orson: But if we don't hurry, Leylia-san and Slayn will end up fighting alone.

Shiris: I'll finish putting on my armor and leave the room.

DM: Please. If so, you continue dressing till the 10th round.

Of course, there was no way the battle would take 10 rounds. Slayn and Leylia destroyed three werewolves and three direwolves that snuck in through the back door in three rounds. Two werewolves and three zombies invaded from the entrance, but thanks to Cecil's fireball and the efforts of Maar and Orson, they were able to defeat them.

Orson: But Shari-san isn't here. Besides, I wonder if Shandis is safe.

DM: Shandis comes out of her room alone, as if to make sure the fight is over. But Shari is still nowhere to be seen.

Fourth: I'm sure a vampire charmed her and kidnapped her. Normally, the village chief's daughter would be kidnapped.

DM: You can't be sure of that just based on common tropes.

Orson: We have to hurry to the Count's mansion!

There are seven classes available in D&D® (in the Companion Set three more - Druid, Paladin, and Avenger - are added, while the Mystic is added in the Master's Set). Let's talk about trends in how characters are played and countermeasures for the "human edition."

In other words, each class has its own unique personality, without using the berserk warrior Orson as an example. For example, in general warriors are brave and most Magic Users are eccentric.

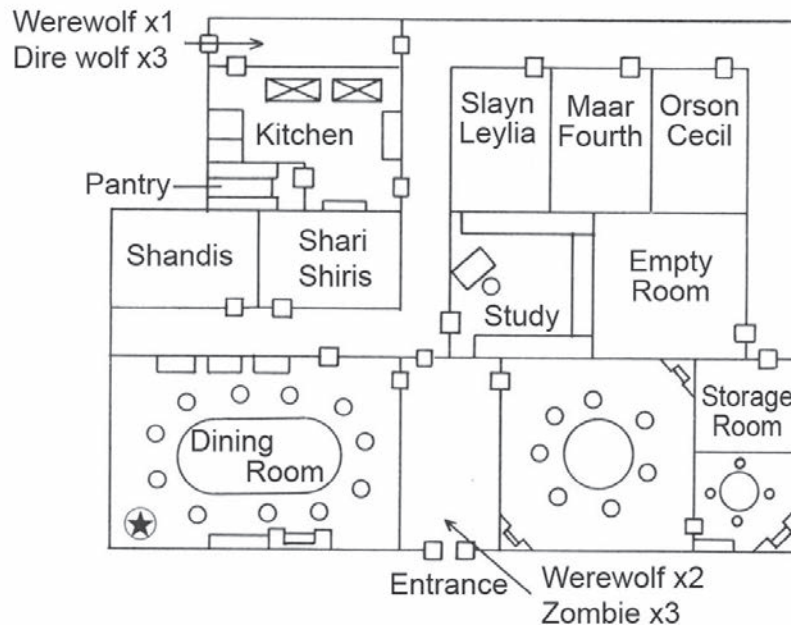
Of course, it's interesting to have a personality that breaks the pattern, but it's probably best to get a feel for the orthodox personality first.

Parn from "Lodoss War I" and Orson can be said to be typical examples of warriors. These two try to rely on the power of the sword to do things without thinking too deeply about strategy. A simple and clear personality is something that can be forgiven if you are a warrior.

Of course, there are also hero-type warriors who have the wisdom of a leader. For example, the antagonist Ashram (he's not a good guy, but he's a good leader) and the mercenary King Kashue.

A cleric should be someone who is filled with a spirit of compassion. A nurse type person would be suitable for becoming a cleric. They have to be not only kind, but also strong. Otherwise, there is no way they will have the will to drive back the undead.

Shandis' House



By the way, when it comes to spell users, wisdom is what works best.

For some reason, almost no magician has a "normal" personality. Something is wrong with just about every single one of them. Is there a fine line between genius and madness? A picky personality, such as seeking knowledge and only thinking about acquiring magic, is suitable for a Magic User. Finally, thieves are known for their stealth. They don't care if they're far from being admired.

In any case, keep in mind the satisfaction a character derives from desires such as money, women, honor, etc. A Woodchuck-like personality is a good reflection of a thief. Next time I'll discuss the demihuman class.

DM: By the time the explanation is finished, you arrive at the entrance to the Count's castle. It's a two-story stone keep, with ivy leaves clinging tightly to the walls. The entrance has double doors and is elaborately decorated.

Orson: It doesn't matter. We attack!

Confrontation with the Count and Shari's crisis



DM: Uh...Okay, it's a surprise attack.

Orson: The die roll is a 6, and Berserkers are not surprised.

DM: (How logical) You burst into the castle's entry hall. A man stands in the middle of the 12 meter square room wearing a black cloak. There is a staircase behind him, and on the stairway there are two human-sized stone statues with wings and horns.

Cecil: I'll use Detect Evil.

DM: All three things are evil. The man, and the two stone statues.

Fourth: Are the statues gargoyles?

DM: Yes. The stone statues flap their wings and fly into the air. The man in the black cloak flips his cloak and smiles with a creepy smile. His white canine teeth are unusually long and sharply pointed.

Cecil: Here you go, vampire. Receive my flame of justice.

DM: Okay, roll for initiative. His is 5.

Orson: We lost.

DM: The gargoyles challenge Maar and Cecil. The Vampire casts a spell. Try catching this evil flame. A fireball spell explodes centered around the entrance. 28 damage to Orson, 29 damage to Maar, 20 damage to Shiris, 19 damage to Fourth, and 25 damage to Cecil. Hey, everyone make a saving throw.

Maar: Oh my god, I'm dead.

DM: Please achieve Buddhahood. Shiris and Cecil are successful. Damage is halved. The Gargoyles only get close this round. By the way, Maar is down, so let's replace him as a target with Orson.

Cecil: I'll use fireball too. Is it possible to get the gargoyle within range?

DM: If you're willing to hit yourself and the rest of your party.

Cecil: Too bad. I aim only at the vampire, focusing on the innermost part of the wall. The damage is 17 hit points.

DM: (Successful saving throw) Let's go to other people's options. First up is Leylia's Turn Undead. She succeeds. The vampire turns to dust and disappears. Slayn uses a magic missile to skewer the gargoyle in front of Shiris and kills it.

Orson: The other Gargoyle is still here, so it's time for initiative for the next round. This time it's 2.

DM: The Gargoyle hits first. It hit, it missed, it missed, it hit. Damage is 4 shots.

Orson: Hidebutsu (exclamation associated with Fist of the North Star)! I'm dead too.

Shiris: I'll attack the gargoyle. I miss.

Cecil: I hit it with a 20. The damage is 3 hit points.

Fourth: I'm going to get behind the gargoyle this round.

DM: Understood. Leylia crouches over Maar's corpse and recites her prayers. It's a "Raise Dead" spell. Maar, roll a saving throw based on your ability value for your durability (Constitution).

Maare: I'm back to life!

DM: Slayn has been concentrating on something this round, muttering the words of a spell. His face is turned toward the second floor. Now, the next round - you go first. Slayn still performs the same action. Leylia then uses "Raise Dead" on Orson. Make a saving throw.

Orson: Come on...10! It was a success! Yes! Yes!

Cecil: I attack. Hit with a 20 and deal 3 damage.

DM: (Unbelievable)

Shiris: I hit is this time too. Damage is 9 hit points.

DM: The Gargoyle, who only had 14 hit points, dies. Cecil's dagger was +1, right?

Cecil: That's right.

Fourth: It's over. We have to go rescue Shari. I'm sure she's on the second floor.

DM: When you guys try to go up the stairs, Slayn stops you - it's not the Count you just killed. He's up there. "You guys will never win," Slayn gives a signal to Leylia, and the two of them go up the stairs.

Just then, the door to a room opened and a werewolf and two wights attacked. The party, without a cleric had a hard time, but they managed to defeat them. However, Orson was hit and had his level lowered by a Wight.

Orson: First I die, then I lose a level. That's adding insult to injury.

DM: Just after the battle, the two finally appear from above. Then, with a sad face, they call you upstairs.

Orson: Of course we go.

DM: The two of them lead you to a room on the second floor. The inside is in a terrible state. One can imagine the terrifying magical battle that took place there, with household goods burnt and smashed. At the back of the room, which is 6 meters wide and 9 meters long, there is a luxurious bed on which Shari lies, dressed in white. In front of the bed lies a battered skeleton.

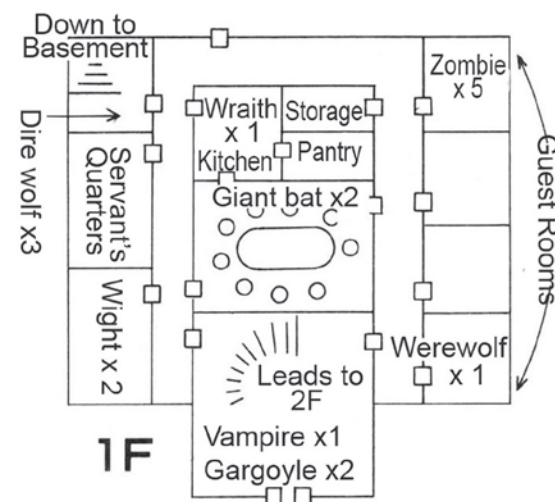
Shiris: I guess they had some trouble with the skeleton.

Fourth: No way. I'm sure this skeleton must be the ultimate undead monster, a lich.

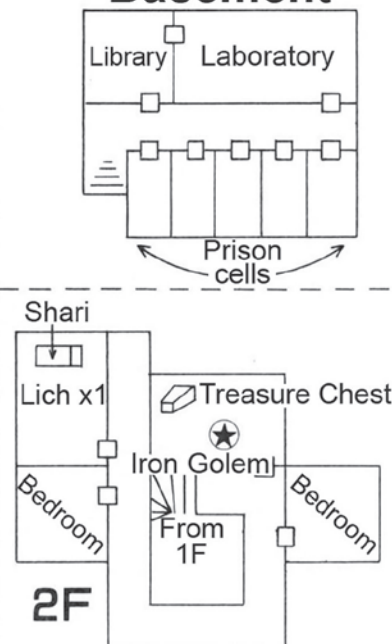
Orson: Instead of talking, let's help Shari.

DM: Leylia says with a look of pain on her face, there is no way to save this cleric. By the time we entered the room, the ritual had already been completed. This girl is no longer a living person. She has been turned into a vampire by evil magic. We must drive a stake into this girl's heart, a wooden stake. That will be your role."

The Count's Mansion



Basement



Fourth: Ugh, that's terrible.

Cecil: Is this Dungeon Master evil?

Orson: Oni!

Maare: Devil!!

DM: Whatever. Leylia urges you to make a decision before the vampire gains power and begins to move. But I'm in no hurry for your reply. I'll wait until next month.

News from Lodoss Island

Hello, I'm the DM, also known as the Dungeon Master. Well, it's finally time to announce the results of the "Lodoss Island II Character Contest"!

1st place / Cecil...73 votes
2nd place/Shari...58 votes
3rd place/Orson...55 votes
4th place/Fourth...52 votes
5th place/Shiris...29 votes
6th place/Maar...10 votes
7th place/Leylia...8 votes
8th place/Chris...6 votes
9th place/Slayn...5 votes
10th place/DM...4 votes

The Magic User Cecil became the number one character in the glorious Island of Lodoss. Shari got off to a slow start, but finished in second place. Perhaps because there were so many NPCs, the votes were split so I didn't post the characters below 11th place, such as Riona and Ashram. Among the readers who voted, we will give away special Comptiq T-shirts to 10 people, including Yuko Imaizumi from Chiba Prefecture, who sent us postcards saying "I Vote for the Fourth!" almost every day.

Well, in this corner, we are looking for impressions, questions, illustrations, etc. regarding "Lodoss II." I'll post anything interesting here or on my related RPG fan club, so stay tuned!

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闘う、い

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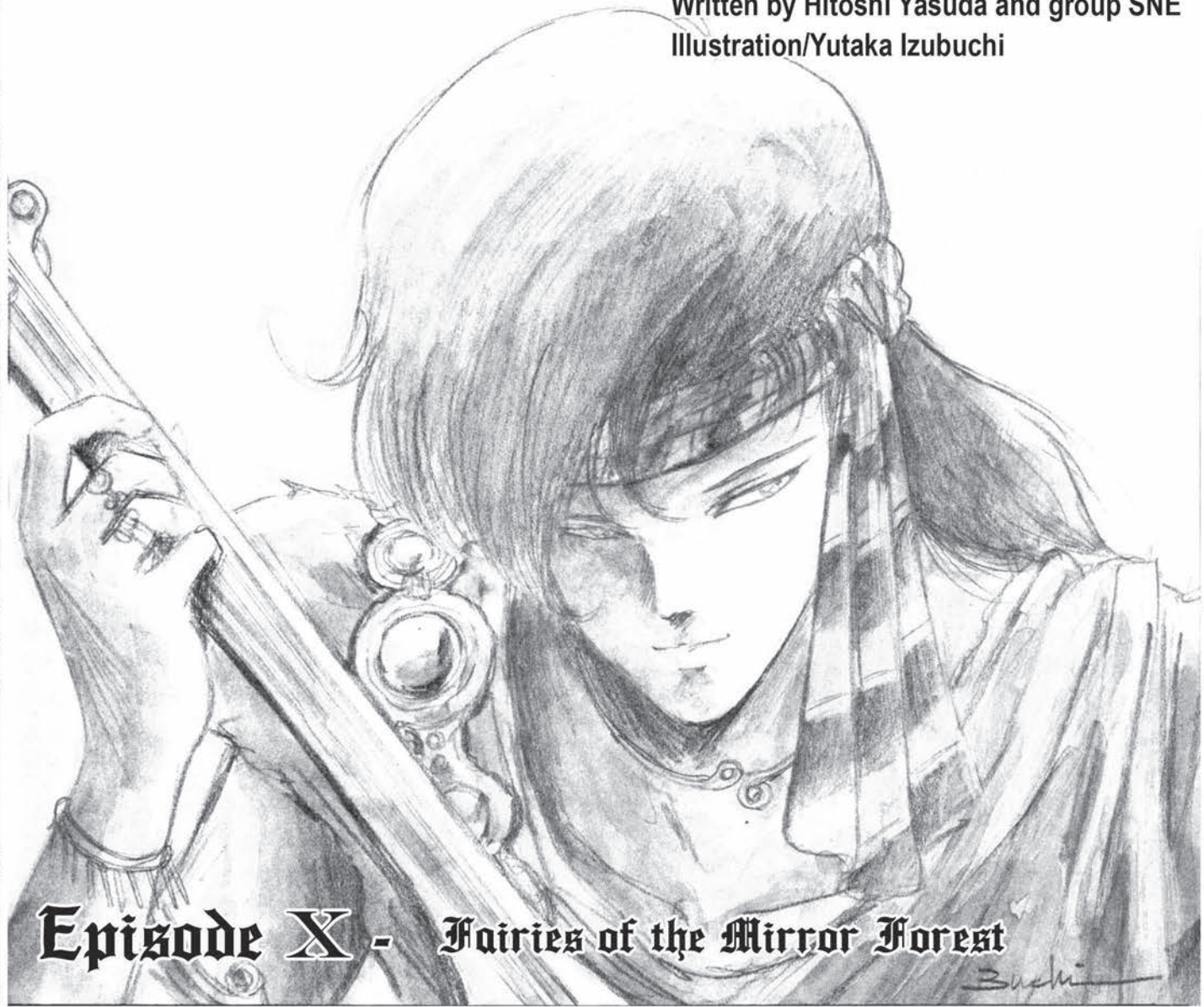


ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi



Episode X - Fairies of the Mirror Forest

On their journey to find the ancient "Great Staff," the adventurers came face-to-face with a terrifying vampire. Although they managed to defeat it, they faced a crisis in which their companion Shari turned into a vampire due to a curse.

Now, adventurers, what are you going to do?

The 10th installment of the popular series is finally approaching its climax!

Shari is in a dire situation, what's to be done!?



ORSON

A warrior and party leader.
He complains that he's
overshadowed by Cecil's power.



MAAR

A cheerful halfling. Lately, he hasn't
been able to sing and dance, which
he's good at.



SHIRIS

A cute female warrior. In her fights,
she finishes off her opponents.
A reliable yet scary character.



FOURTH

A thief whose high charisma makes
him conspicuous, leading to his
inability to practice thieving.



CECIL

A Magic User who finally became
the most popular in the readers'
poll. He's eccentric to say the least.



SHARI

An NPC female priest. She came in
second place in the readers' poll, but
this month became a tragic heroine!

DM: "Now make a decision," Leylia says. "What are you going to do, drive a stake into Shari's chest?"

Orson: That's an abrupt way to start. Even if she is just an NPC, we can't do that. I wonder if there is any other way.

DM: "I don't know," Leylia says and sadly shakes her head.

Shiris: I feel sorry for her, but we can't help it. Let's drive the stake.

Fourth: Hang on, that's too much. Let's look for anything in this room that might give us a hint.

DM: Hmm, the results of the Fourth's efforts pay off

handsomely. You find something that looks like the count's handwritten diary. The cover is a little burnt, but the contents are fine.

Fourth: Let's read it.

DM: Hmmm. It seems that there are fragments of research on spells for becoming a lich and turning people into vampires.

Cecil: That's my job as a Magic User. Hey thief, lend me that notebook!

DM: (What a domineering guy) You read some of the pages, but you can't understand it yet at Cecil's level.

Shiris: Let's give it to Mr. Slayn.

Cecil: Ugggg...

DM: Slayn skims through the notes and nods deeply. "There is a section in this notebook that seems to describe how to turn a vampire back into a human. If you use this method, you might be able to save Shari-san's life."

Fourth: Yay! What's the method?

DM: If you drive a normal wooden stake like this one into Shari's chest, Shari's body will perish along with the vampire curse. However, if the material of the stake that is driven into her chest is of a different nature, it is possible to destroy only the vampire's soul without destroying the body.

Maar: Don't waste our time, just spit it out.

DM: That material is a branch from a golden tree which only grows in the fairy world. This Golden Tree is said to have strongly inherited the properties of the first gigantic tree that grew when the world was created. To put it simply, it is like Yggdrasil (the World Tree) in Norse mythology. The creation myth passed down on Lodoss Island is that all plants were born from that gigantic tree, but the Golden Tree, which inherited the properties of the giant tree that created it, is also filled with ancient life energy. Therefore, after destroying a vampire's negative life force in a body, it is possible to give that body positive life force and revive it before the person dies.

Maar: But where is the fairy world?

Fourth: It's easy. The fairy world is all around us, but it's hidden from our eyes. It's just like it's in a different dimension and we can't see it... and there's no way for us to get there.

DM: Not by any conventional methods. But let me tell you something good. The fairy world is certainly a different dimension from the material world you live in, but there are places where the two intersect.

Fourth: It's a place like Taro Urashima's Dragon Palace.

DM: That's it.

Cecil: In other words, all we have to do is go to the place where the fairy world and material world intersect.

Orson: But we don't know where such a place is.

DM: None of you know. But Leylia and Slayn know of one place. It is in the “Forest of No Return” that stretches to the southwest of Alania.

Maar: We won’t be able to make it in time if it’s that far away.

Fourth: Let’s search the room again.

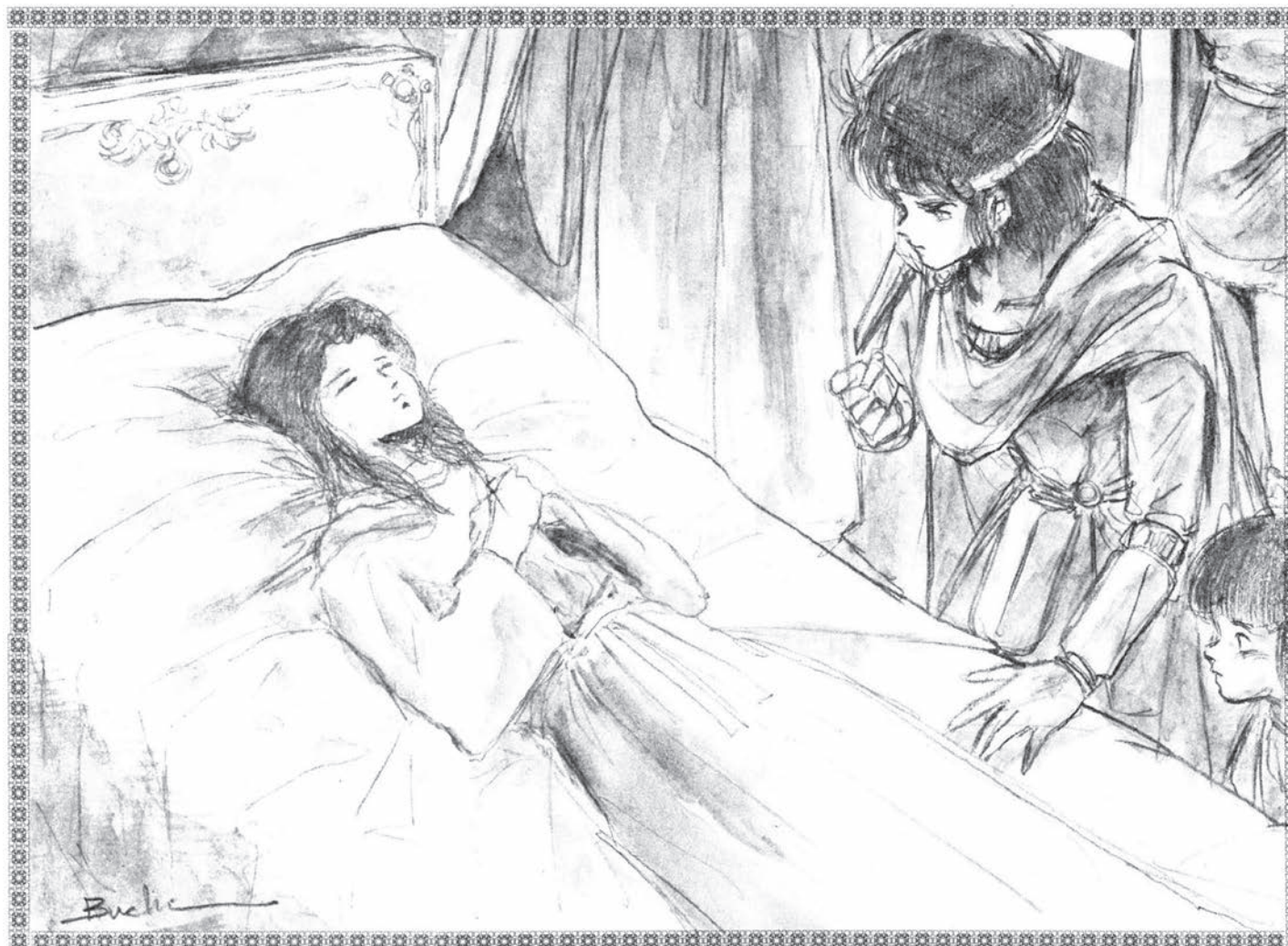
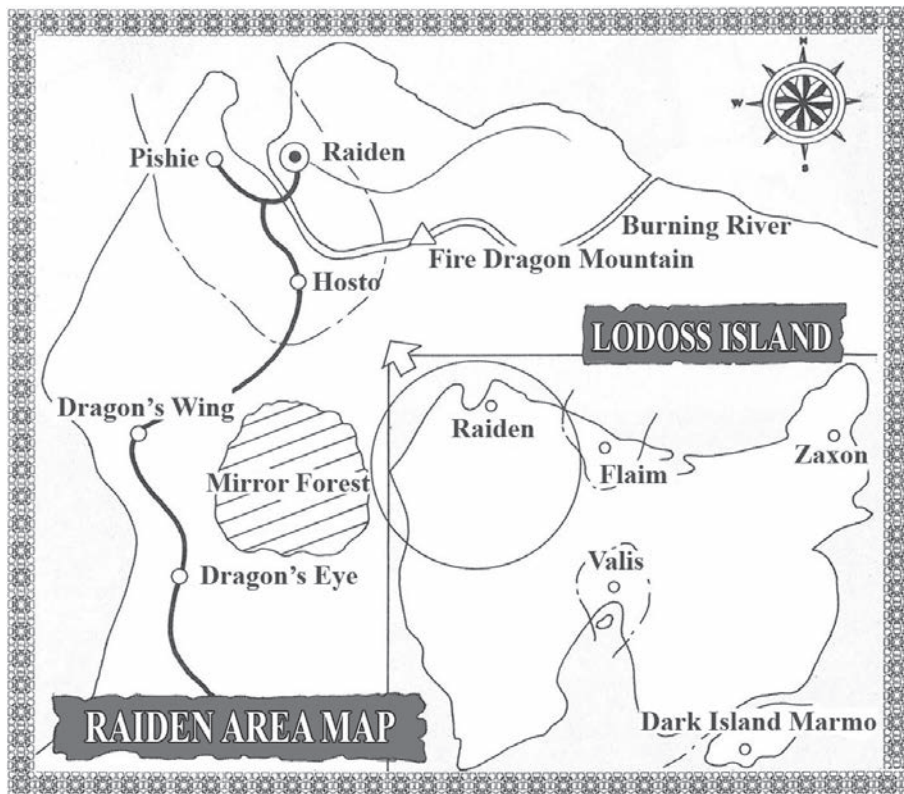
DM: Most of the books in the room were destroyed by the commotion of the battle. There is nothing else like the diary among the remaining books. Slayn carefully holds a book that seems to be from the ancient kingdom period. It looks like he’s planning to take it home.

Cecil: Please feel free to do so. It’s unnecessary for me, a fighting magician.

Shiris: Anyway, we’re stuck as it is now. We have to think of a way out somehow.

Orson: We should ask the local villagers. Maybe there’s a place like that near here.

Fourth: While we’re doing that, Shari-san could wake up as a vampire.



The Mirror Forest and the Branch of the Golden Tree

DM: "Perhaps there's a way to help," Leylia says as she hears your conversation and steps forward. She continues, "My magic can keep her body in its current state."

Orson: How long does that magic last?

DM: Forever, unless the spell is broken. However, you won't be able to move her from this bed.

Orson: Well, that can't be helped. We're off on an adventure to explore the fairy world.

DM: "Wait a minute," interjects Slain. "We must not forget where we are going now. Without us, I don't know how our journey to find the staff of the ancient kingdom will turn out."

Cecil: I forgot about that. Well, let's take care of that first.

DM: There are some dangers to that. First, there is no guarantee that you will be able to return here from your trip. Second, the spell protecting Shari may break during that time. It's also entirely possible that the villagers will set the mansion on fire.

Shiris: We have to choose which one to prioritize.

DM: That's right. You've just been letting me make choices up till now.

Maar: You sound happy about this, but it's a tough choice.

Fourth: Don't forget, Shari is one of our friends. Also, the guild members pursuing the staff are high-level like Kashuesan, Parn, and Deedlit. Even if we went there, we wouldn't be of much use. Generally speaking, the reason why we are being taken on this journey is just to make sure we don't leak any information about it in Raiden.





DM: "Correct," Slayn says. "Whether you wanted to or not, you were all dragged into this incident, and now that you've been dragged into it, I don't want any strange rumors to be spread about it until it comes to an end. That is the honest reason why I brought you here. Of course, I also believed that you would be of help somehow if you came."

Cecil: I'm sad about my immaturity.

Orson: It can't be helped because our level is still low. But now that we know it, the decision is easy. We'll choose Shari.

DM: A worried look appears on Leylia's face. "Is it okay to just let these people go?" she says to Slayn.

Shiris: You're not going to let us go!?

DM: "I've seen people betray us many times. But I'll follow Marfa's teachings. I appreciate the way you treat your friends. I will cast a spell on this person. I will put a spell on her and preserve her as she is," and she begins chanting a spell out loud, saying, "I wish."

Fourth: A "Wish" spell. That's magic of the highest level.

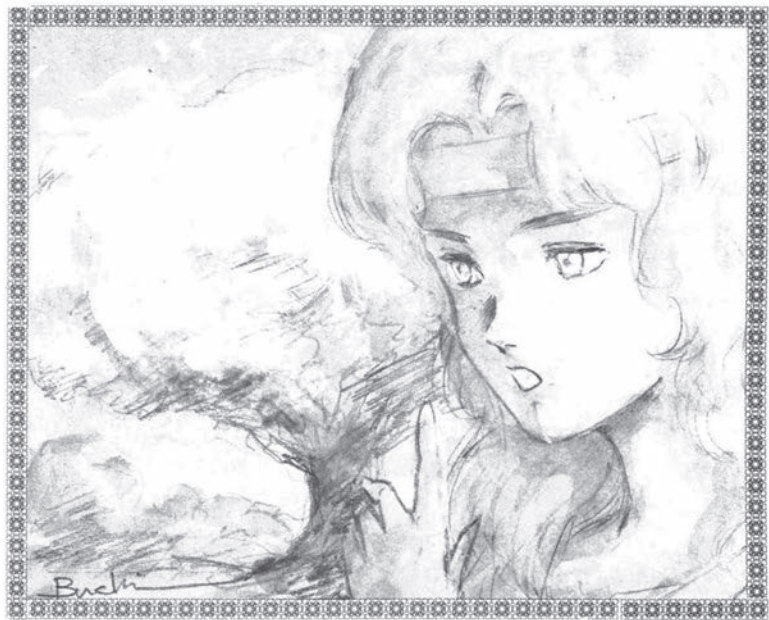
DM: "Now, we must follow King Kashue to Fire Dragon Mountain. If you feel like it, you can join us when you can," says Slayn, and goes outside with Leylia. You are left behind.

Orson: Anyway, let's find the fairy world. Let's go back to Shandis's house.

As announced in last month's issue, this time I will write about the personality of demi-human characters. First of all, keep in mind that demihumans such as elves and dwarves have stereotypical personalities. For example, halflings are cheerful, dwarves are stubborn, or elves are elegant. The first step for a player who chooses to be a demihuman is to faithfully portray the character of that race. The idea of an elf carrying a battle ax and going berserk is a bit of a stretch. Similarly, brooding halflings (though that could be interesting) are outside the norm.

The three demihumans who appear in this series, Deedlit, Ghim, and Maar, are typical of each race, so please use them as a reference. By the way, I'd like to introduce some typical weapons for different races. Elves prefer swords (they like slender ones) and longbows. Dwarves have battle axes and crossbows. Common weapons for halflings seem to be a short sword and a short bow.

It's quite a difficult task to bring out each character's individuality on top of that, but if I could give you one hint, it would be a good idea to give each character their likes and dislikes in ways that are unrelated to race restrictions. Examples of this could be halflings who like women, or dwarves who chase dragons as enemies.



Also, don't forget that elves and dwarves usually don't get along. By the way, dwarves are not very friendly with humans either, so keep that in mind. Dwarves are a race that enjoys solitude.

During the explanation, Orson and his friends returned to Shandis' mansion and managed to learn from her the location of a rumored entrance to the fairy world. It is located far south of the town in a place called the "Mirror Forest." Three years ago, beautiful winged creatures started living here, creating a patch of land known as the Golden Forest. It is said that there are several golden, broad-leaf trees standing there.

DM: "But I've never been there," Shandis adds.

Orson: But there's no other way to go about it than to believe it. If it's not there, we'll have to go to the "Forest of No Return."
Cecil: If that's the case, then the best thing to do is hurry. Let's leave this town right away. Also, I'll ask Shandis to prevent the villagers from entering the mansion. And be careful not to set it on fire.

DM: Shandis promises you, "I will definitely do that to repay your kindness."

Orson: Okay, then we're off to the Mirror Forest.

Thus, Orson and his friends temporarily took a break from their adventure in search of the staff of the ancient kingdom, and set off to the "Mirror Forest" to save Shari from the vampire spell. On the journey, the group completed two adventures and raised their level. After gathering information from the villages and towns they visited, they arrived at the fairy's abode where the golden tree grew.



Saving Shari and return to the ongoing adventure

DM: The dark forest suddenly becomes bright and colorful, and then you arrive at a glade that glows golden yellow. If you look closely, you see creatures with transparent wings flitting among the trees in the forest. When they see you, they are surprised and fly away behind the trees, disappearing from sight in an instant.

Fourth: They fear us.

Maar: It seems you don't have the same charm on fairies as you do on ladies.

Orson: He can't help that. Let's follow them.

DM: As you and your friends are about to go deeper into the forest, you hear a voice from high up in the trees saying, "Wait."

Shiris: I'll draw my sword and look up.

DM: The voice continues, saying, "What purpose does someone armed with iron have in this forest?" and several fairies descend from the sky. All of them are women, and all but one are holding bows. The person who spoke to you is the one who doesn't have a bow.

Shiris: Let's sheath our swords.

Orson: We are not enemies. We have a request for you. Please listen to us.

DM: The fairy, who seems to be the leader, makes her companions



remove the arrows from their bows and slowly glides towards you. When she stands on the ground, she is about the same height as Maar, but gives the impression of being thinner and more delicate.

Maar: No matter what, I feel fat. My stomach is sticking out.

DM: She casts a spell. It appears to be Cecil's special spell, "Detect Evil." "I understand that you don't seem to be evil people. So, what on earth are you asking of us?"

Orson: We would like to receive a branch from the golden tree that grows in this forest. Our companion, a cleric, has been bound by evil magic. To save her from her predicament, we need a branch from the golden tree.

DM: After hearing your story, the fairy looks a little troubled. She silently thinks for a while.

Maar: Please. She's a great friend of mine. She's human, but she's a good person.

DM: After hearing Maar-kun's words, the fairy looks up as if she has made up her mind and smiles at Maar-kun. "Don't worry, kind-hearted halfling. Once upon a time, we too were freed from a terrible spell by brave adventurers like yourselves. The Golden Tree is important to us. Every branch. In fact, every single leaf on that tree. However, for the sake of your friend, I dare to give it to you."

Cecil: Thank you. So, how much gratitude should we give? I can prepare up to 10,000 GP (DM note: They have earned that amount from their adventures so far).

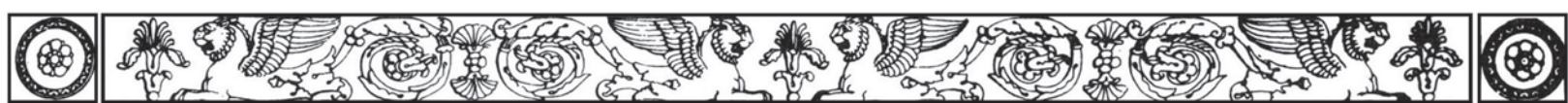
DM: The fairy replies that money cannot replace the branch of the golden tree. "Would you demand a price for saving a life? The only reason you have come all this way is to save your friend. You have encountered many dangers before arriving here.

What I seek from you are hearts that are willing to help a friend despite the danger. And if you promise to keep your hearts this way forever, I will be satisfied," she says, bidding her attendant to bring her a golden branch.

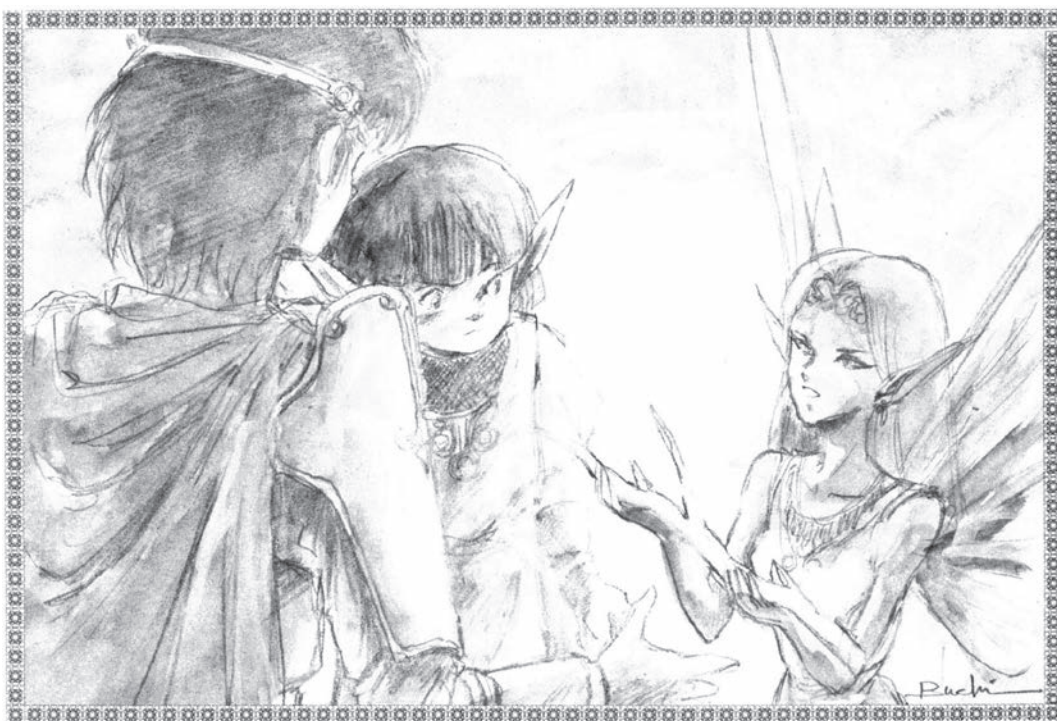
Orson: We appreciate it. If you are ever in trouble, please feel free to call us. We will always be your strength. We are based at the adventurer's guild in the town of Raiden.

DM: "Thank you," the fairy replies with a smile. "I know you all want to reach your friends as soon as possible. I will give you another gift. Please tell me where you want to go. There is a gate within the fairy world. I'll open it for you, and you'll be back to your destination in an instant."

Fourth: I'll take care of you no matter what. Thanks for this. If all goes well, we might be able to make it back in time to join the "Staff of the Ancient Kingdom" adventure.



In this way, Shari was successfully revived as a human. Orson and his friends were worried that everything might have ended in the half month it took for their adventure, but they hurried on their way to Fire Dragon Mountain. What on earth awaits them there? Will they be able to crush the ambitions of Ashram who is plotting to conquer Lodoss? The scenario finally reaches its climax.



News from Lodoss Island

The novel about the war on Lodoss Island is going to be published!!

Hello, I'm the Dungeon Master, also known as the DM, who has had a tumultuous year. The first part of "Record of Lodoss War" which was completed in the April 1987 issue of this magazine, will be published as a novel very soon. This novel is, in fact, a "history book" that has existed since long ago (?) as the basis for the Lodoss Island scenario. This is a must-read for fans of Lodoss Island. It includes surprising facts such as hidden relationships that were not revealed at the time of serialization, the final confrontation with Karla, and the as-yet unrevealed fate of each character.

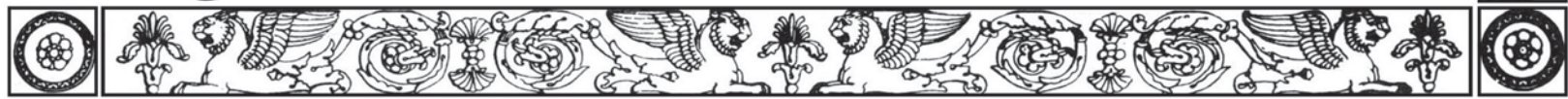
It is scheduled to be released in the spring of this year, so stay tuned! Please be patient.

Now, this news is a bit old, but I received many New Year's cards from readers regarding "Record of Lodoss War II." Thank you very much!

Please continue to send us your impressions, questions, illustrations, etc. regarding "Record of Lodoss War II". We will introduce interesting items in this corner, and we will also give away a special Comptiq T-shirt that you can wear even in winter. See you next month. Bye!

<Address> Comptiq Editorial Department
"Lodoss Island" Section, 4F Ichigaya KT
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Tokyo 102

This month's story settings are based on the author's own settings. These are different from the official rules and official world found in the "Gazetteer Series" of "D&D®". (Translator's Note: This refers to the D&D Gazetteer supplements for Gary Gygax's world of Greyhawk setting)



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ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

Episode XI - Duel at Fire Dragon Mountain

The Dark Emperor's remaining retainer, Ashram, and the mercenary King, Kashue, the two heroes representing evil and justice, finally face off on the peak of Fire Dragon Mountain. What will be the fate of our heroes!?

This is the 11th installment of this dynamic series, which reproduces the actual play of "D&D®" in this magazine. We are rapidly approaching the climax. Hold your breath and read on!!

The heroes search for the entrance to the crater

DM: Well, let's continue. You and your friends are currently on your way to the top of Fire Dragon Mountain. The slope is quite steep, and it seems difficult to climb. Everyone is working hard.

Cecil: Exactly. If we don't hurry, we won't be able to see the heart of the story. Adventurers don't know the word "rest".

Fourth: But if we don't rest, we'll die.

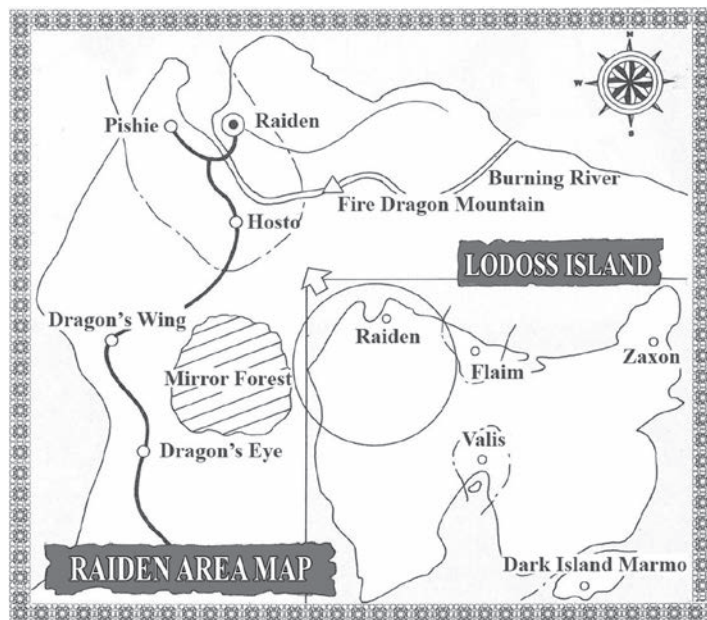
Cecil: You pathetic bastard. Everyone puts their chin on their hands in situations like this because they don't have enough training on a daily basis. My durability (Constitution) is 18, and even so mountain roads are tough.

Shiris: Let's leave the selfish Magic User alone and follow our own pace.

Fourth: Oh, that's a great idea.

DM: So, everyone takes a break at appropriate intervals. Approximately 5 days after leaving the town of Hosto, you and your friends reach the top. Roughly, you're about two weeks behind Slayn and the others.

Fourth: Well, I guess it's all over by now.



DM: It's okay. Five days later, in the afternoon, you and your friends run into King Kashue's group. What good luck.

Shiris: Or a convenient coincidence.

DM: It's an RPG, so it's fine! The good thing about RPGs is that even when you're doing everyday things, incidents can happen that are extraordinarily improbable. For a normal life, reality is enough. I basically think that PCs are people who are destined to become heroes. The system in "D&D®" is also designed to be hero-oriented.

Cecil: Now that we have an excuse, let's get on with the game. Finding Slayn again is enough for me.

Character Information

Player's Name Orson		Dungeon Master	
Character's Name Fighter		Character's Name Shiris	
Class	Level	Class	Level
Fighter	7	Fighter	7
Armor Class	Hit Points	Armor Class	Hit Points
-2/0	41	-3	39
ABILITIES:		ABILITIES:	
14 STRENGTH	+1	16 STRENGTH	+2
9 INTELLIGENCE	—	12 INTELLIGENCE	—
7 WISDOM	-1	9 WISDOM	—
14 DEXTERITY	+1	16 DEXTERITY	+2
12 CONSTITUTION	—	7 CONSTITUTION	-1
14 CHARISMA	+1	13 CHARISMA	+1
SAVING THROWS:		SAVING THROWS:	
8 POISON or DEATH RAY	—	8 POISON or DEATH RAY	—
9 MAGIC WAND	—	9 MAGIC WAND	—
10 TURN TO STONE or PARALYSIS	—	10 TURN TO STONE or PARALYSIS	—
11 DRAGON BREATH	—	11 DRAGON BREATH	—
12 SPELLS or MAGIC STAFF	—	12 SPELLS or MAGIC STAFF	—
LANGUAGES: Neutral, Common		LANGUAGES: Neutral, Common	
SPECIAL SKILLS:		SPECIAL SKILLS:	
TARGET AC: 9 8 7 6 5 4 3 2 1 0		TARGET AC: 9 8 7 6 5 4 3 2 1 0	
HIT ROLL: 10 11 12 13 14 15 16 17 18 19		HIT ROLL: 10 11 12 13 14 15 16 17 18 19	

Orson

Party leader and warrior. He hasn't taken much of a leading role lately

Player's Name Shiris		Dungeon Master	
Character's Name Fighter		Character's Name Shiris	
Class	Level	Class	Level
Fighter	7	Fighter	7
Armor Class	Hit Points	Armor Class	Hit Points
-3	39	-3	39
ABILITIES:		ABILITIES:	
16 STRENGTH	+2	16 STRENGTH	+2
12 INTELLIGENCE	—	12 INTELLIGENCE	—
9 WISDOM	—	9 WISDOM	—
16 DEXTERITY	+2	16 DEXTERITY	+2
7 CONSTITUTION	-1	7 CONSTITUTION	-1
13 CHARISMA	+1	13 CHARISMA	+1
SAVING THROWS:		SAVING THROWS:	
8 POISON or DEATH RAY	—	8 POISON or DEATH RAY	—
9 MAGIC WAND	—	9 MAGIC WAND	—
10 TURN TO STONE or PARALYSIS	—	10 TURN TO STONE or PARALYSIS	—
11 DRAGON BREATH	—	11 DRAGON BREATH	—
12 SPELLS or MAGIC STAFF	—	12 SPELLS or MAGIC STAFF	—
LANGUAGES: Neutral, Common		LANGUAGES: Neutral, Common	
SPECIAL SKILLS:		SPECIAL SKILLS:	
TARGET AC: 9 8 7 6 5 4 3 2 1 0		TARGET AC: 9 8 7 6 5 4 3 2 1 0	
HIT ROLL: 10 11 12 13 14 15 16 17 18 19		HIT ROLL: 10 11 12 13 14 15 16 17 18 19	

Shiris

A beautiful female warrior. She is also the most outstanding

Player's Name Maar		Dungeon Master	
Character's Name Halfling		Character's Name Maar	
Class	Level	Class	Level
Halfling	7	Halfling	7
Armor Class	Hit Points	Armor Class	Hit Points
-2	38	-2	38
ABILITIES:		ABILITIES:	
11 STRENGTH	—	11 STRENGTH	—
9 INTELLIGENCE	—	9 INTELLIGENCE	—
7 WISDOM	-1	7 WISDOM	-1
16 DEXTERITY	+2	16 DEXTERITY	+2
13 CONSTITUTION	+1	13 CONSTITUTION	+1
17 CHARISMA	+1	17 CHARISMA	+1
SAVING THROWS:		SAVING THROWS:	
2 POISON or DEATH RAY	—	2 POISON or DEATH RAY	—
3 MAGIC WAND	—	3 MAGIC WAND	—
4 TURN TO STONE or PARALYSIS	—	4 TURN TO STONE or PARALYSIS	—
5 DRAGON BREATH	—	5 DRAGON BREATH	—
4 SPELLS or MAGIC STAFF	—	4 SPELLS or MAGIC STAFF	—
LANGUAGES: Halfling, Common, Lawful		LANGUAGES: Halfling, Common, Lawful	
SPECIAL SKILLS: Infravision, Initiative +1, Armor Class -2 (against enemies larger than humans), Projectile +1		SPECIAL SKILLS: Infravision, Initiative +1, Armor Class -2 (against enemies larger than humans), Projectile +1	
TARGET AC: 9 8 7 6 5 4 3 2 1 0		TARGET AC: 9 8 7 6 5 4 3 2 1 0	
HIT ROLL: 10 11 12 13 14 15 16 17 18 19		HIT ROLL: 10 11 12 13 14 15 16 17 18 19	

Maar

A cheerful halfling. Generally unremarkable



DM: (sigh, I can't blame him) The one who is the happiest to welcome you is none other than Leylia, the former Karla. She takes your hands and says, "Justice hasn't died yet." Most of all, she sees Shari and even has tears in her eyes. Slayn nods happily, and King Kashue seems to be in a good mood.

Orson: What happened to you? We thought you would have arrived long before us.

DM: "You're welcome here," King Kashue replies to Orson with a wry smile on his lips. "It's not like we were slacking off. The road to the peak is too dangerous to pass."

Fourth: What do you mean?

DM: "This mountain is an active volcano on the island of Lodoss, but it's currently so active that it's impossible to get close to the crater. According to Slayn, there is a cave that leads to the crater, but it is difficult to find it. We were searching for it when we found you."

Fourth: I'm glad to be found. I wonder how Ashram is doing.

DM: It seems that Ashram is in the same situation.

Maar: So the first person to find the tunnel and go inside wins. It's like a scavenger hunt.

Orson: Well then, let's thoroughly investigate this area. What is it like around us?

DM: Fire Dragon Mountain is a volcano, so there are no trees. However, there are huge

volcanic rocks lying all over the place, visibility is poor, and finding the entrance to the cave seems to be quite difficult. Also, the search range is wide.

Cecil: How do we find it?

DM: Walking and searching. Of course, the players don't actually have to do that. Just roll a 20-sided die. Keep rolling until you get a 1. And tell me how many times it took.

Orson: 1st time, 2nd time, 3rd time, 4th time, yo~, yo~, yo~, yo~, yo~, yo~ (this goes on and on) Finally, a one!

DM: That was long. So, how many times?

Orson: Well, the 45th time.

DM: Okay. Well, you found the cave you were aiming for after 45 days.

Shiris: Just in plain sight?

DM: Sort of. The entrance to the cave is open, but it's hidden behind a large rock. However, there are two men standing in front of it. You may not remember, but they are the warriors named Gilram and Larkas who are under Ashram.

Cecil: We're too late. He's gotten here ahead of us.

Shiris: But since there's a guard, there's still time. Let's hurry up and get inside.

DM: So, what do you do?

Cecil: Combat, of course. "Kill Chaos!"



Player's Name
Cecil

Character's Name
Lawful

Alignment

Magic User

Class

7

Level

9

Armor Class

43

Hit Points

ABILITIES:

8 STRENGTH

14 INTELLIGENCE

11 WISDOM

9 DEXTERITY

18 CONSTITUTION

10 CHARISMA

-1

+1

+3

SAVING THROWS:

11 POISON or DEATH RAY

12 MAGIC WAND

11 TURN TO STONE or PARALYSIS

14 DRAGON BREATH

12 SPELLS or MAGIC STAFF

LANGUAGES: Lizardman, Common, Lawful

SPECIAL SKILLS: SPELLS:
(1st) Read Magic, Sleep, Magic Missile, Charm Person, Shield
(2nd) Invisibility, Locate Object, Detect Evil, Continual Light, Mirror Image
(3rd) Fireball, Dispel Magic
(4th) Ice Storm

TARGET AC

9

8

7

6

5

4

3

2

1

0

HIT ROLL

10

11

12

13

14

15

16

17

18

19

20

NEED

Cecil
A beautiful male magician.
At least he's remarkable

Player's Name
Fourth

Character's Name
Neutral

Alignment

Thief

Class

8

Level

2

Armor Class

25

Hit Points

ABILITIES:

10 STRENGTH

12 INTELLIGENCE

10 WISDOM

18 DEXTERITY

12 CONSTITUTION

16 CHARISMA

+3

+1

SAVING THROWS:

11 POISON or DEATH RAY

12 MAGIC WAND

11 TURN TO STONE or PARALYSIS

14 DRAGON BREATH

13 SPELLS or MAGIC STAFF

LANGUAGES: Neutral, Common

SPECIAL SKILLS: Open Locks 50, Find Traps 45, Remove Traps 42, Pick Pockets 55, Move Silently 48, Climb Walls 94, Hide in Shadows 38, Hear Noise 62

TARGET AC

9

8

7

6

5

4

3

2

1

0

HIT ROLL

10

11

12

13

14

15

16

17

18

19

20

NEED

Fourth
A handsome but incompetent thief.
Quite noticeable

Player's Name
Shari

Character's Name
Neutral

Alignment

Cleric

Class

7

Level

2

Armor Class

44

Hit Points

ABILITIES:

10 STRENGTH

11 INTELLIGENCE

16 WISDOM

6 DEXTERITY

16 CONSTITUTION

15 CHARISMA

+2

-1

+2

+1

SAVING THROWS:

9 POISON or DEATH RAY

10 MAGIC WAND

12 TURN TO STONE or PARALYSIS

14 DRAGON BREATH

13 SPELLS or MAGIC STAFF

LANGUAGES: Neutral, Common

SPECIAL SKILLS: Cleric's Turning:
Skeleton D, Zombie D, Ghoul D, Wight D, Wraith T, Mummy T, Specter 7, Vampire 9

TARGET AC

9

8

7

6

5

4

3

2

1

0

HIT ROLL

10

11

12

13

14

15

16

17

18

19

20

NEED

Shari
An NPC female cleric. She was
on her own for many days



Brave Orson becomes a star in the heavens

DM: Slayn first tries to cast a fireball near the entrance. The enemy notices this, and quickly hides inside the cave. So Slayn's fireball explodes, but it is not very effective. What do you do, players?

Orson: Assault the cave! We'll take care of Gilram and Larkas, and let the rest go after Ashram.

Maar: Tally-ho!

DM: Understood. This round's move looks like a charge. Shari casts the familiar Bless spell.

Fourth: I'll hold the light as well. I light my lantern.

DM: Well, at the end of this round you'll be in close combat with Gilram and his friend. The inside of the cave is quite large. It looks like 5 or 6 people could walk side by side. Gilram and Larkas don't seem to have taken much damage from the fireball, and are standing cheerfully waiting for you.

Maar: I'm going to attack Gilram.

Shiris: Well then, I'm headed for Larkas.

Orson: I'll go after Larkas too.

Cecil: Well then, I'll attack Gilram. I'll show you the power of my new +2 Dagger.



Fourth: Let's not mess this up!

DM: Round 2. Let's go for the initiative! They roll a 3.

Orson: We roll a 4. We won. Here we go 1! "Bring it on!"

Cecil: "Kill Chaos!" 20! You see, this is how dice are rolled.

Damage is 5 hit points.

Maar: I'm up to Armor Class 3.

DM: That's right. Gilram's AC is -2. Larcus is 0.

Maar: Damage is 5 hit points.

Shiris: I hit too. Damage is 10 hit points. +2 sword power.

DM: Shari will also come to Maar's side at the end of this round. The high-level group of Kashue, Slayn, Parn, Deedlit, and Leylia pass by you and go inside. Next, Gilram and his friend counterattacked. 11 and 12 damage to Orson. 8 and 12 damage to Maar.

Orson: Well, he hit me twice.

Maar: That's quite a high level attack.

Cecil: If we add up our level, we probably won't lose. I cede my place to Shari and this round use magic.

DM: They have the initiative, but Gilram is the only one who can hit first. He attacks Maar and Shari once each. 13 shots to Maar. I have removed the hit points from Shari. Counterattack and magic please.

Cecil: This is a good time to use magic missile. I cast two magic missiles at Gilram. The first hits for six points and the second for seven hit points for a total of 13 damage.

Orson: I missed.

Shiris: Me too.

Maar: Me too.

DM: So did Shari. Now, Larkas counterattacks. He concentrates his attacks on Orson. One hit, 12 damage.

Orson: I'm in a big pinch. I've only got 6 hit points left. I go Berserk. Let's go, clan!

DM: It's cute but it's not exactly original. Still, your side takes the initiative for the next round. Go!

Cecil: Let's go, magic missile of justice! This time, I fires it towards Larkas. 10 damage!

DM: Good job, Cecil. But that damage is reflected back at you by the power of magic!

Fourth: What? It must be a Spell Turning Ring!

DM: Thanks for the explanation.

Orson: Woohoo! Finally, it hit! 9 points of damage.

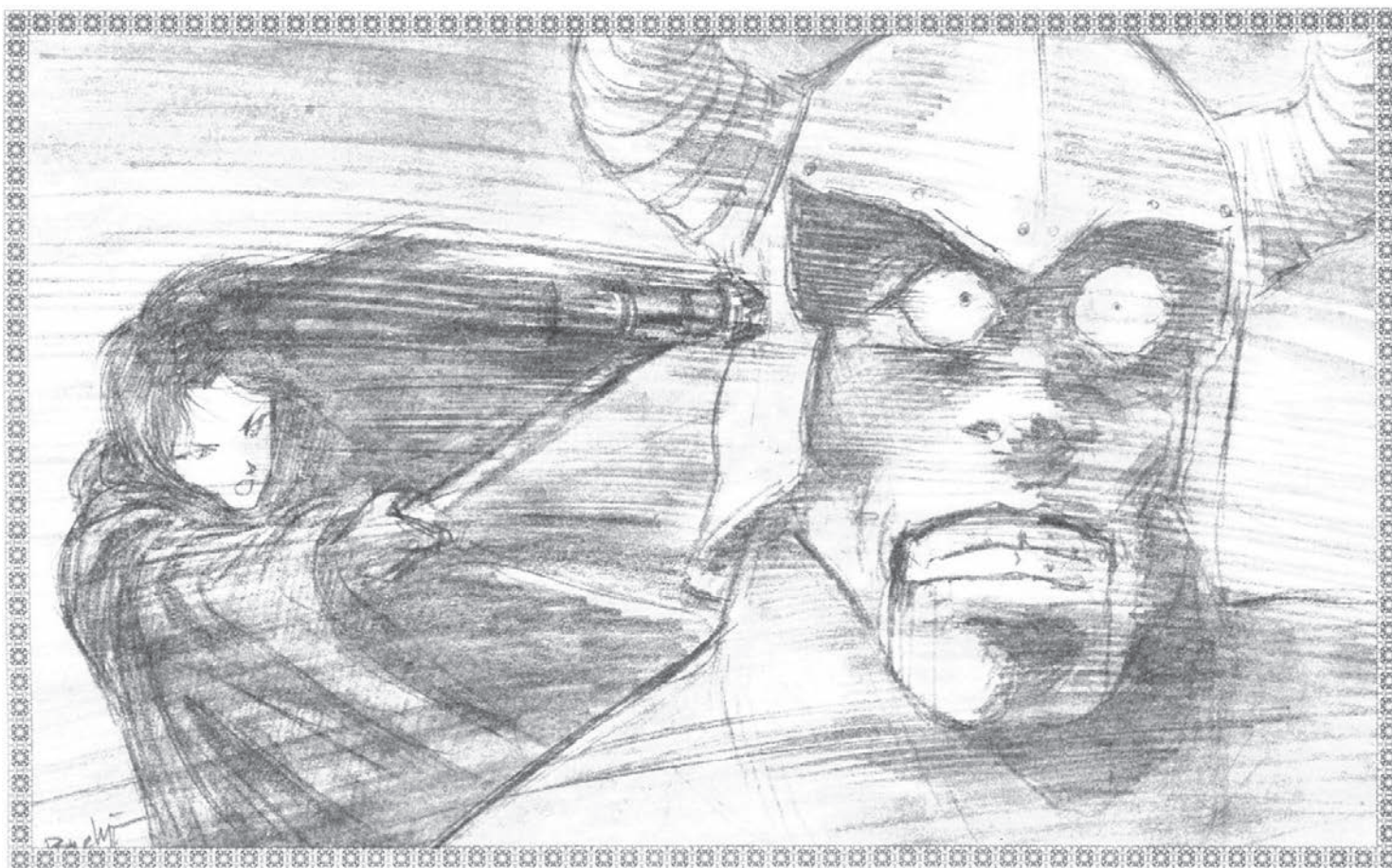
Shiris: I missed.

Maar: I hit. 6 damage.

DM: Shari hits and deals 7 damage. So, they counterattack. Gilram misses Maar, and he misses Shiris. Larcus is on Orson. His first swing misses, He second swing is a hit! Goodbye, Orson.

Fourth: I won't forget you!

DM: And just like that, Orson became a star in heaven. "You're next!" Larcas says to Shiris.



Shiris: Pervert!

Fourth: We have no choice. Let's change our strategy and come to Shiris' aid.

Orson: Go for it, hottie! I'm just in the audience.

Fourth: Can we start hitting already? Is it the next round yet?

DM: Fine. Roll for initiative. Larkas concentrates his attacks on Shiris. Gilram has one for both.

Cecil: I cast Continual Light on Gilram's face.

DM: Saving throw! Oh, he fails. Gilram is dazzled.

Cecil: What's more, we won't need lantern light. This is the power of a fighting magician!

DM: You're finally acting like a Magic User (I guess he just learned the spell anyway, so he wanted to try it out). So, Gilram's attack! Miss, miss. The spell is having the desired effect.

Shiris: Orson's murderer! Hit! 7 damage.

Fourth: I hit too. The damage is 4 hit points (DM note: he has the +1 sword that Shiris used to have).

Maar: I hit the mark too. Damage is 5 hit points.

DM: Shari hits too. Damage is 6 hit points. Now it's Larkas's counterattack, Both swings are at Shiris and both miss. This guy must have a soft spot for the ladies.

Fourth: Maybe he should have swung at Cecil. He might have stood a better chance.

DM: The fifth round. Your opponents have the initiative. Gilram swings his battle ax. And misses. He doesn't hit anyone.

Maar: Morale here keeps rising. I hit and deal 7 damage.

DM: Shari misses..

Shiris: Missed.

Fourth: I missed.

DM: Larkas counterattacks. 1 hit and 13 damage to Shiris - Next round, roll for initiative.

Orson: It's a long battle.

Shiris: We never fought any real battles before this.

DM: Even I'm getting stressed out.

Maar: I don't care. They're about to run out of luck.

DM: Gilram goes down. Shari's war hammer delivers the final blow.

Shiris: The only one left is Larkas. I hit! Damage is 7 hit points.

Fourth: I failed.

DM: Two counterattacks! One hit, 7 damage. 7th round, go ahead. Shari casts a striking spell on Shiris's sword.

Shiris: I attack with that support. It was a hit. 8 hit points plus 3 magic damage.

DM: Those three additional damage ended Larkas' life. Phew, that was a long battle.

The eternal battle between justice and evil continues

Shiris: Let's hurry and go inside. I'll carry Orson's body.

Fourth: Leylia is in the back.

DM: Understood, you are getting deeper and deeper. I assume you're not carrying Gilram's corpse with a continuous light attached.

Fourth: We don't.

DM: Then Fourth's lantern is your go-to source of light. You and your friends walk through the smell of sulfur. Then, after walking for a while, you hear a noise coming from ahead.

Maar: It's King Kashue! Hurry!

DM: If you hurry, you'll be there in about 10 minutes. The temperature in the cave is getting hotter and hotter, and sweat is pouring out of your bodies. Eventually, the corpse of the enemy warrior Jaran is seen, and Leylia and the others are standing around it. Parn has been seriously injured. Groder, Hobb, and Bendor seem to have surrendered, and they are quietly sitting under Deedlit's watchful eye and sharp sword. And the main



event, a duel between Ashram and King Kashue is taking place! Ashram shouts, "Enemy of His Majesty Beld!" and Kashue replies, "Remember King Fahn's grudge!" It seems like both of them are fighting with the spirits of the dead enemies behind them.

Shiris: Leylia, I know you're busy, but I'd like you to help Orson.

DM: Okay. Leylia casts, the spell Raise Dead. Orson, roll a saving throw please (DM note: this is a unique additional rule).

Orson: 13! 13! 13! I failed. Damn!

DM: Leylia shakes her head at Shiris with a solemn look on her face. Oh, poor Orson. Are you going to die with all your burdens still on your shoulders? Will your allies never see your berserk nature again?

Shiris: Is there no other way?

DM: There may yet be one more chance. Leylia uses the Wish spell this time. Orson, try one more time.

Orson: 18! 18! 18! I failed.

Fourth: Farewell, Orson. We won't forget you.

DM: Well then, let's give Orson's player the character of Parn for a while. I'll have you create another character when you return to town. This campaign is now over for you.

Orson: Well, in the next campaign, I'll create a new character and try it out. Are you going to continue or not?

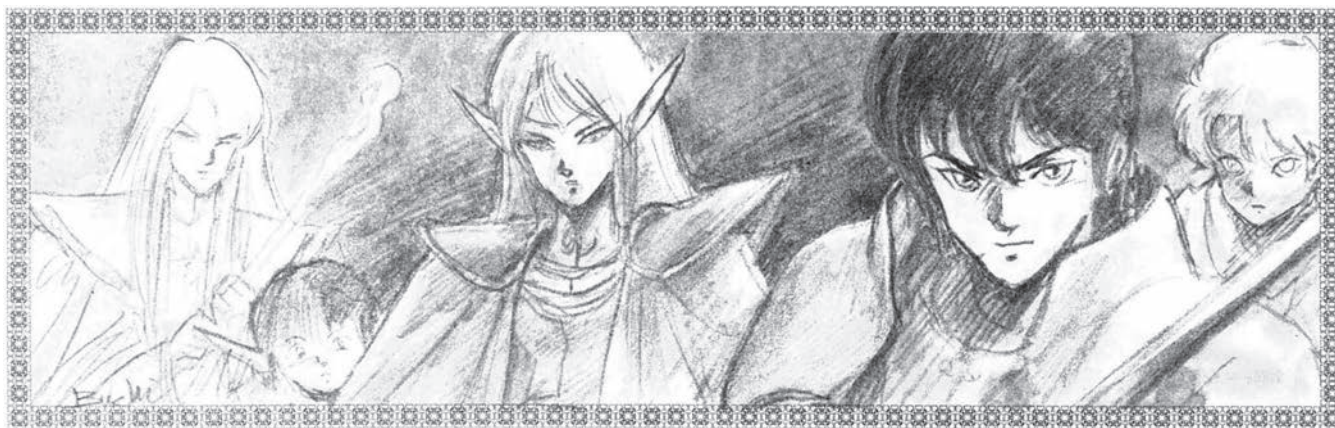
DM: Let's go. Now that Kashue has one more ghost behind him, I'll give you a running commentary of the one-on-one battle between the two men. While slashing and blocking several times in one round, they repeat moves such as feints, parries, and ripostes that cannot be reproduced by the rules of "D&D." Neither of them lets the opponent land a single blow. And while they are fighting, they carry on a conversation.

Fourth: It's like an anime. I'm sorry Mr. Tomino.

(Translator's Note: The reference is to Yoshiyuki Tomino, creator of Mobile Suit Gundam)

DM: So, here are some excerpts from the conversation between the two. Ashram actively curses King Kashue, calling him a coward. He blames the fact that during his single combat with Beld, he was defeated with the support of a bow and arrow.

However, Kashue makes a fine rebuttal, saying, "I'm a mercenary who trained as a gladiator. I have nothing to do with words like cowardice." Instead, Kashue approaches him, saying that Karla, who was controlling Beld, is the true enemy, and that it is one of Karla's plots to take over the world. Hearing those words, Leylia's face falls. It's a painful line to the ex-Karla's ears. But Ashram won't give up.



"This battle is a battle of mourning for Beld-sama. Beld-sama's desire will be accomplished no matter what." When both sides realize that their stories are now on parallel lines that will never meet, they finally begin to concentrate on the fight. Once again, a back-and-forth battle unfolds. Parn watches the progress of the battle between the two, holding his sword in case something happens. Deedlit frowns next to him. The look on her

face indicates that there is no point in interfering. Slayn comforts a depressed Leylia while disarming the prisoners. And the PCs are saddened by the loss of their leader. Now, the story is finally coming to its conclusion. Look forward to the next issue and the battle between Kashue and Ashram! Ah, that was a long speech.

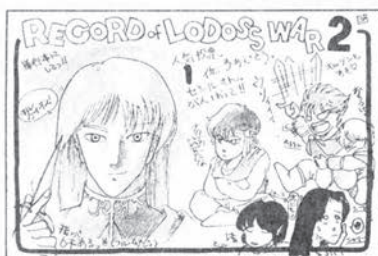
Fourth: It was worth the effort.

News from Lodoss Island

Greetings, I'm the DM, also known as the Dungeon Master. This month, we will be featuring some of the illustrations sent in by readers. Please continue to send things to this corner.



Kagawa Prefecture • Jun Konishi



Aomori Prefecture • Sanae Tazawa

Congratulations, your novel on Lodoss Island will be coming out soon! Tazawa-san, what a great thing to say!



Ibaraki Prefecture • Sorayama Fumijin



You nailed it. That's pretty much the kind of guy Fourth is.



This is like the first cell drawing I drew. That's a pretty big deal for that.

Saitama Prefecture
Takao Miyabayashi



Fukui Prefecture • SHOGO



Toyama Prefecture • Yoshiaki Kamino

In addition to the two on the left, I received many angry postcards. But we're still okay, right?

闘うパソコンゲームマガジン

昭和63年5月1日発行（毎月1回1日発行） 第6巻 第5号 通巻第42号
昭和61年7月3日 第3種郵便物認可

エンタテイン

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MAP OF THE LAND OF VARN

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ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE
Illustration/Yutaka Izubuchi

I'm sorry
I mistook King Kashue
for Shadam from the
Adventurer's Guild.
I also drew King Kashue
as Shadam for the upcoming
novel version...
Since there is no money to
make the change this is
King Kashue.
It's decided!

Episode XII - The Red Dragon

This is the 12th installment of the popular series that reproduces the actual play of "D&D®" in this magazine. What will happen in the epic one-on-one duel between Ashram, who aims for supremacy over Lodoss Island, and Kashue, the representative of justice? What will be the fate of the adventurers who have lost their leader? The battle on Fire Dragon Mountain continues even more fiercely!!

Parn takes the place of Orson, who has become a star!

DM: Come on, it's going to be exciting again this time. The battle between masters continues from before. Shiris, who is used to fighting, and Parn, who is now played by the ghost of Orson, should be able to understand that King Kashue has a slight advantage in the battle.

Parn (Orson): Say hello to Orson when you die!

Fourth: It's a little strange to hear his voice. It doesn't seem right.

DM: Even if you say that, we can't let Orson feel lonely and get bored. The game's still going on after all.

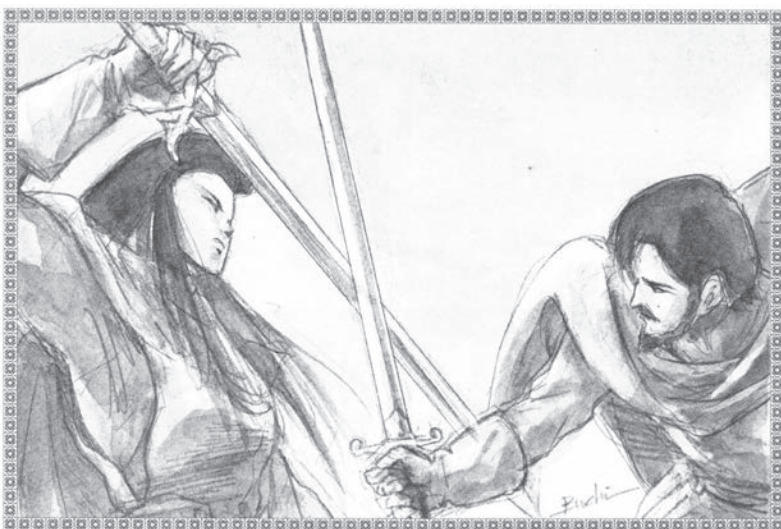
Shiris: That's true. By the way, we all feel sad and angry about the loss of Orson.

DM: Well, other than his bad habit of berserking, Orson was a person of character. He was a leader as well and oh, how unfortunate you were Orson.

It is a common occurrence when playing D&D® that a player's character unfortunately dies and disappears. In such cases, the players could get bored, so one idea is to have them play a random NPC, like Orson's player did this time by taking over Parn. What you should keep in mind when doing so is that the master still oversees the roles played by the NPC even when they are controlled by a player. Players should consider the position and personality of the NPC they are playing, and act accordingly. And above all, they should be sure to follow the master's instructions in regards to the NPC. Otherwise, the game will become a mess.

Parn: Okay. I'll follow your advice no matter what!

DM: Hmmmm. So, let's change the perspective a bit and join to the showdown between the two men. Just as Shiris and Parn



New Character Introduction

Player's Name Parn		Dungeon Master																							
Character's Name Paladin		Alignment Lawful																							
Class Paladin		Level 15																							
Armor Class -4		Hit Points 57																							
ABILITIES:		SAVING THROWS:																							
14 STRENGTH	+1	6 POISON or DEATH RAY																							
10 INTELLIGENCE		6 MAGIC WAND																							
9 WISDOM		7 TURN TO STONE or PARALYSIS																							
9 DEXTERITY		8 DRAGON BREATH																							
11 CONSTITUTION		9 SPELLS or MAGIC STAFF																							
12 CHARISMA																									
LANGUAGES: Common, Lawful																									
SPECIAL SKILLS: Turn Undead can be done at this level																									
<table border="1"> <tr> <td>TARGET AC:</td> <td>9</td> <td>8</td> <td>7</td> <td>6</td> <td>5</td> <td>4</td> <td>3</td> <td>2</td> <td>1</td> <td>0</td> </tr> <tr> <td>HIT ROLL NEEDED</td> <td>10</td> <td>11</td> <td>12</td> <td>13</td> <td>14</td> <td>15</td> <td>16</td> <td>17</td> <td>18</td> <td>19</td> </tr> </table>				TARGET AC:	9	8	7	6	5	4	3	2	1	0	HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19
TARGET AC:	9	8	7	6	5	4	3	2	1	0															
HIT ROLL NEEDED	10	11	12	13	14	15	16	17	18	19															

PARN

predicted earlier, Ashram is gradually being cornered by King Kashue. Kashue opens his mouth and begins to urge Ashram to surrender, "Avoid your useless resistance! You haven't committed any sins yet. If you surrender now, I will never do anything as bad as you would have, were our positions reversed. You are a rare hero in this day and age. Let's forget the past and fight together for Lodoss' future!"

Cecil: Oh, is he trying to convert him?

DM: But, as expected, Ashram doesn't respond. Although he knows he is at a disadvantage, he continues to swing his sword with all his might, trying to somehow turn the situation around.

Shiris: Well, that's impressive. As expected, he's a different type of guy.

Fourth: Please don't say you're going to side with Ashram at this point.

Shiris: That's not what I mean! I have a lot of grudges against him.

DM: (Speaking in the voice of Shari) "You like him. But what about Orson..?" Oh dear! (the dice were thrown at me by Shiris' player).

Shiris: Please don't make any strange advances!

DM: Hey. Those are Shari's words. I'm acting in the character's position!

Shiris: Oh, really? Then I'll answer Shari: Orson wasn't a hot guy, and I didn't have any special feelings for him, but he was still an irreplaceable companion. Don't you feel any sadness?

DM: Shari replies, "It's sad. But Orson died in battle. It was an honorable death. So, he was not unhappy. His soul went to the fields of joy, where he will be welcomed as a hero."

Fourth: I have to admit, that's completely the thinking of a priestess of the god of war.

Cecil: Well, let's get back to the main topic. I don't want to hear boring sermons!

DM: (Hmm. Delicate guy) Okay. Then, as if he has no choice, King Kashue once again corners Ashram, using his sword in a brilliant manner. Gradually Ashram steps retreat until his back is almost touching the rocky surface of the cave. There's nothing left he can do!

Fourth: Farewell, Ashram. I won't forget you either.

DM: However, it's not over yet. Ashram's stance collapses, and just as he is about to be hit by Kashue's deadly blow, the sound of the gigantic mountain rumbling suddenly begins to echo throughout the cave, and the ground of the cave shakes violently.

Fourth: There was no initial tremor?

DM: Hey, don't try to take me back to high school geology class. I'm not good at geology.



ORSON

Party leader and warrior. He was tragically killed in battle last month. RIP.



MAAR

A cheerful halfling. "Halfling, Halfling, Yahoo, Yahoo!"



SHIRIS

A radical female warrior. There are suddenly more battles, and she's getting really worked up over them.



FOURTH

A thief with high charisma. The proverb "pearls before swine and small coins for cats" was created for this man.



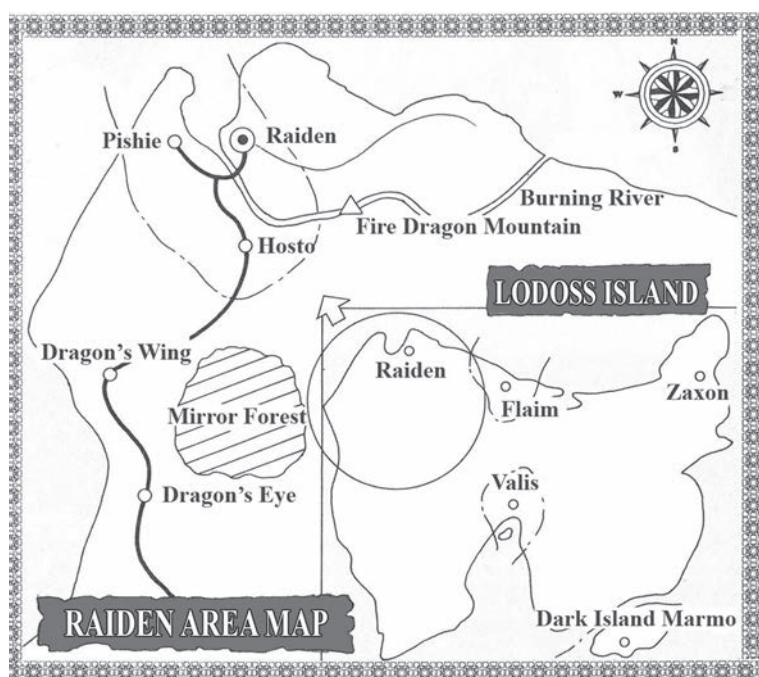
CECIL

A fighting magician who breaks the rules. Many people wonder if this guy is really Lawful.



SHARI

An NPC female cleric. She is a solid supporter of the eccentric party and has a rabid fan base.



A red dragon appears and it becomes an all-out war

Cecil: Hehe, I found your weakness. Master, prepare!

DM: The Master never gives up. All of a sudden, the ground begins to shake. King Kashue sheaths his sword and kneels down to support his body.

Maar: I have good body stability and good agility, so I should be fine standing up.

Shiris: It would be impossible for someone like me, with an image to maintain to pull off such a feat. I'll squat down.

DM: It's dangerous unless everyone grabs onto something or crouches down. Dexterity saving throw if you still decide to stand. However, please add minus 5 to the roll of the dice. As long as Maar is stable, he can just make normal saving throws.

Maar: Of course it was a success. "Halfling, halfling, yahoo, yahoo, yahoo!!!" By the way, the song is also affected by vibrations from

the earthquake.

DM: Hmm, your art is very detailed. Now, everyone else should crouch or attempt a saving throw.

Parn: Of course. Everyone squat!

DM: Deedlit tried to get down, but she fell over.

Parn: Are you okay, Deedlit! It's okay.

DM: Can you please not add such asides?

Parn: You opened the NPC up to this level of self-assertion.

DM: I see. Slayn looks at the ceiling in fear and seems worried that it might collapse. Leylia is also holding a ring on her left hand, ready to cast a spell just in case.

Fourth: I-I forgot. This place is a cave!

DM: Before the whole place comes down on your heads, the shaking subsides. Ashram, who was standing after a successful dexterity check, and his people who had surrendered, and were sitting and stable, have the luxury of being able to act a moment faster than you! Ashram turns around and runs deeper into the cave. Of the remaining three, Groder, the Magic User, casts a spell and disappears. Beside him, the thief Bendor quickly decides to run away towards the exit of the cave.

Parn: They're getting away!

DM: King Kashue follows Ashram one step behind. Slayn and Leylia follow after them. Deedlit seems to be waiting for Parn's reaction.

Parn: We won't be able to catch up with the thief. Instead, I'll look for the cleric Hobb. It would be tough if he managed to get away and cause more trouble.

DM: "Hoi hoi." From somewhere in the cave, the invisible Hobb speaks softly. He murmurs that now that he has been defeated in battle and surrendered, he will no longer cause any trouble. Shari nods and says, "He has sworn by the war god. What he says is true."

Fourth: In that case, let's follow King Kashue. In any case, the Magic User will probably escape by teleporting.

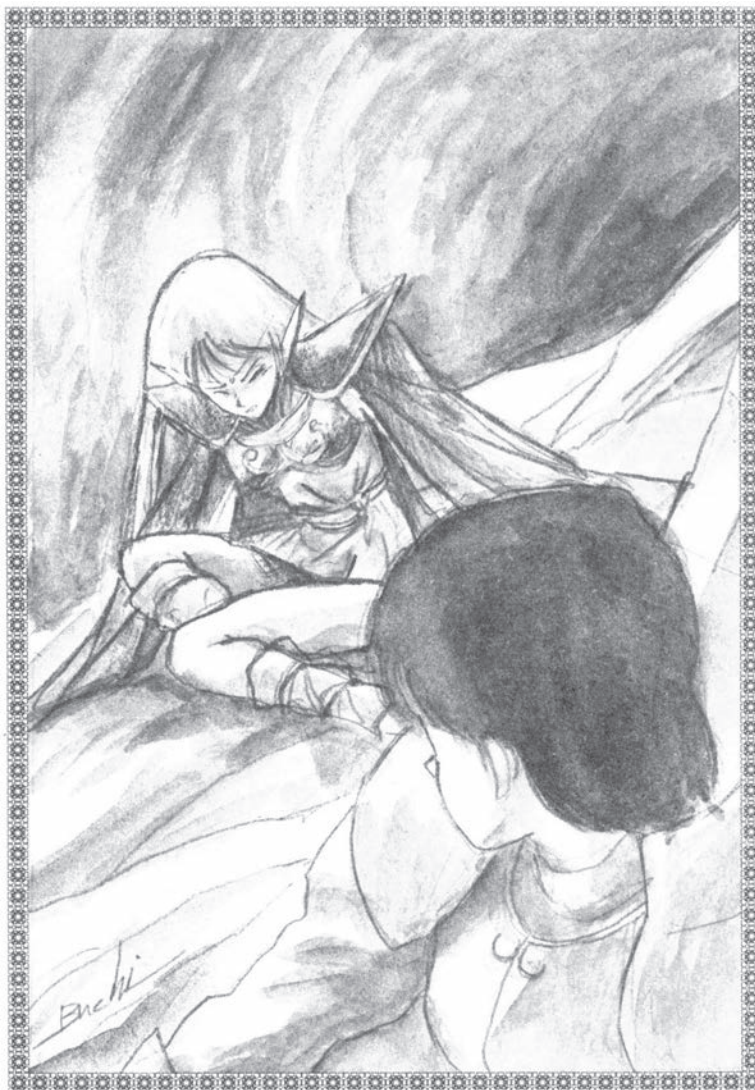
DM: Everyone heads deeper into the cave. Your path takes you through the hot cave for a while, and finally you arrive at the venue for the main event.

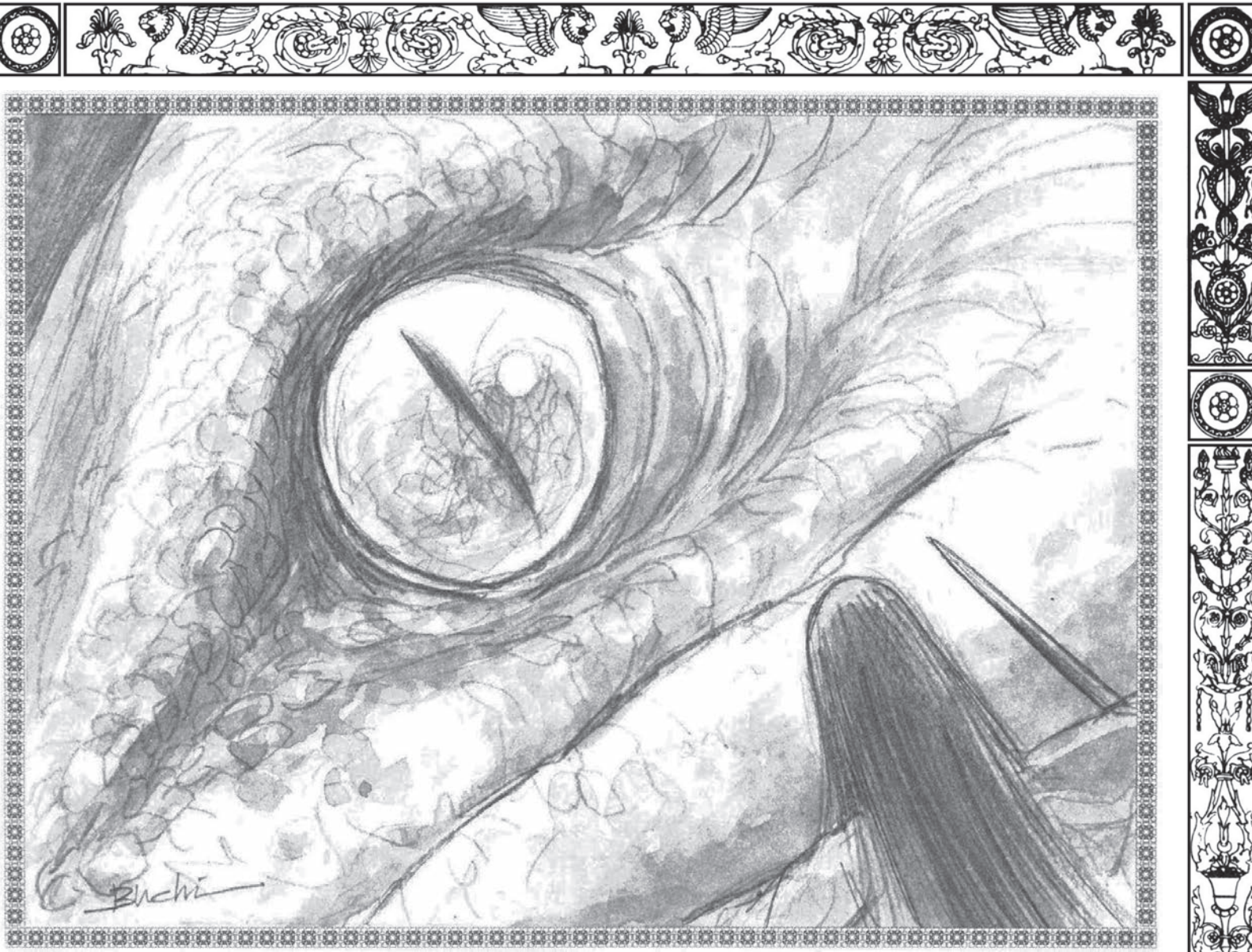
Fourth: Huh?

DM: There's a faint glow coming from beyond the vast expanse of the crater's intense, unbearable heat, illuminating it subtly. In the center of the hall, a gigantic creature the likes of which you have never seen waits, staring down at you eerily.

Fourth: I-I forgot. If I remember correctly, this is the home of a red dragon whose name is Shooting Star.

DM: "That's right, you foolish creatures. Fear me and kneel down. Death will be easier." Shooting Star says. He roars and snorts. Then a plume of white smoke rises from the tip of his nose.





Cecil: Bring it on, you evil dragon.

Shiris: What happened to the two big men, Ashram and Kashue?

DM: They're both holding swords towards Shooting Star. They are definitely not fools to continue their fight in front of this gigantic enemy. Leylia quietly walks to Slayn's side and begins to weave the words of a magic spell. "I wish to protect our bodies from all flames!"

Fourth: Oh, this is her second wish spell today. Her level is really high.

DM: Along with her words, you feel an invisible pressure surrounding you. You can roll a saving throw if you want to resist.

Fourth: No way. I can't waste the power of Leylia's wish.

DM: "Don't use tricks, woman," growls the red dragon. ``My strength far exceeds yours, and I have this," he says as he lets out a breath.

Cecil: Wait! First, there's the initiative. I cast the "Ice Storm" spell.

DM: Yes. Well then, give it a try.

Parn: Hey! Initiative is 4.

DM: Your attack comes first (the Dragon's saving throw numbers are worse against Ice Storm, but the Huge Red Dragon still succeeds its saving throw with ease).

Cecil: That's 23 damage.

DM: Understood. The dragon responds by breathing fire. (120 minus 14, so 106. Still...). Then 106 points of breaths damage are inflicted. However, with Leylia's magical power, all of that is prevented. Ashram calls out to King Kashue, saying that the battle will be fought another time, and then charges at Shooting Star. Of course, Kashue answers yes and follows him.

Parn: I'm going too. Accept the blade of justice. Uriiiii!!

Shiris: That's not what Parn would say. He's different from Orson.

Parn: Parn's personality is similar to a berserker.

DM: Whoa, wait! You need to heal your injuries before going Berserk. Leylia-san and Shari come over and gently touch Parn's body. And with the magic of the two of them, Parn's wounds are instantly healed.

The dragon falls, and the two men once again face each other in single combat

Parn: That's better.

DM: Okay, let's move on to the second round. The Dragon has the initiative. The dragon attacks! It attacks six times on both of the men that ran toward it. Hit, hit, hit, miss, miss, hit. Severe damage to both. Both of them are knocked down. Well, it's your turn.

Maar: I'll shoot a short bow. 11. It doesn't hit.

Shiris: I also use my longbow. 18. I can hit armor class minus 5.

DM: Wow, you just hit the mark. Roll for damage.

Shiris: 4 hit points. A drop in the bucket.

Fourth: When dust piles up, it becomes a mountain. I'll try aiming with my longbow as well. 16. I'm sure I missed.

Cecil: Even a simple magician can't compete against a dragon. I cast Detect Evil! (What's this?)

DM: The Dragon is evil. By the way, Ashram is not evil.

Fourth: He's on our side now, and his alignment is neutral.

DM: That's correct. Deedlit shoots magic missiles. Slayn casts an Anti-Magic Shield at the end of the round. Leylia lifts her mace in one hand. And then, suddenly, Hobb, the fellow cleric of Ashram, follows suit.

Maar: It's all-out war.

DM: Next initiative. This Dragon has 4.

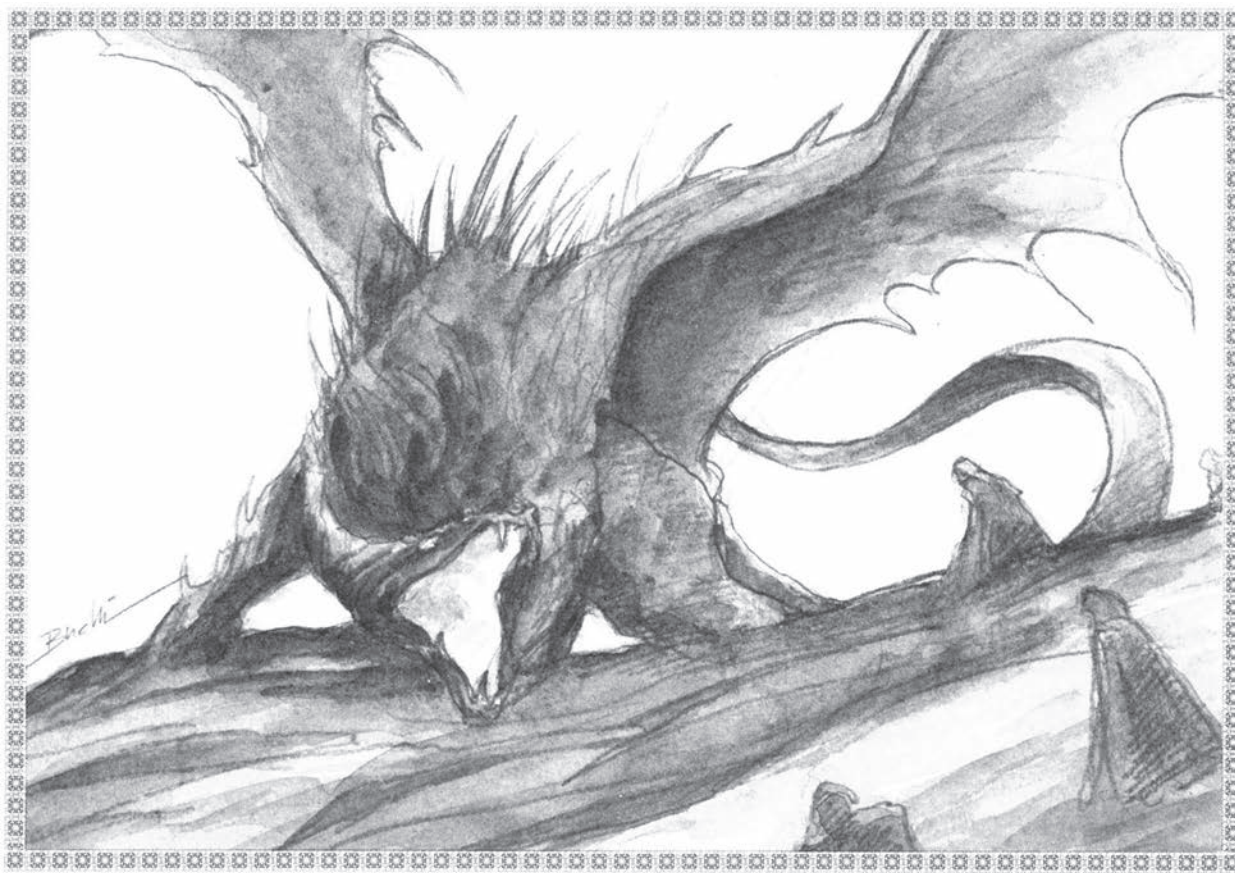
Parn: We have 6. I'll charge. Uriiiii! 17, 15! Both are hits. Damage is 11 hit points and 9 hit points.

DM: The archers both miss. By the way, Deedlit is trying to switch to a longbow attack. Then, Leylia-san and Hobb, who got into close combat, use the same magic. Both cast Cause Critical Wounds. This doesn't require a saving throw, so it succeeds. They are both neutral clerics, so they can use this spell without any hesitation. They lightly touch the Red Dragon, which suffers damage of 16 and 17 hit points (with this, the dragon has 49 hit points left). Now comes the dragon's counterattack. First, it attacks the three newcomers. A bite hits Hobb. The attempt to hit Leylia-san fails. His claw hits Parn, dealing 6 damage. Parn, try to determine whether you are caught in the claws or not. Roll less than your Dexterity

Parn: Success!

DM: Lucky. Unfortunately, Hobb fails and is about to be transported to the star world. The rest of the attacks are all aimed at Leylia, and both of them hit, but Leylia-san manages to hold her ground. Ashram and Kashue stand up and raise their weapons. Next round!

Parn: 5! Again, this time we have the initiative. Now, let's attack. 14 and 14. I did it. A total of 22 hit points of damage.





DM: Leylia attacks with her mace this time and is successful. Hobb just struggles as the dragon bites down on him. Just then, the blades of both men crack, and the dragon collapses, leaving behind a pitiful roar of death. It can't be helped since the dragon was attacked by a large party with some characters over level 20.

Cecil: We barely did anything. Also, I would like to say something to Slayn. Wouldn't the effects of Leylia's magic disappear if he applied an anti-magic shell? What was he going to do if the dragon used its breath weapon?

DM: Wow, that's a very insightful analysis. The dragon had already taken damage, and Leylia and the others had come to support her, so he thought the opponent's magic was more of a threat at that point. After all, dragons are great at magic. Now, with the battle with the dragon over, Ashram and Kashue come back to their senses and slowly face each other and raise their swords. Below is the conversation between the two.

Ashram: Well, let's settle things.

Kashue: Are you willing to fight no matter what?

Ashram: Of course. That was His Majesty Beld's will. There is also the matter of the staff, which will settle the question of who will be king. I can't afford to back down.

Kashue: Do you think true peace can be won with the power of such a staff? I think I'll break the staff. A human being carves out his destiny with his own strength, not with the power of magic. Don't you think so?

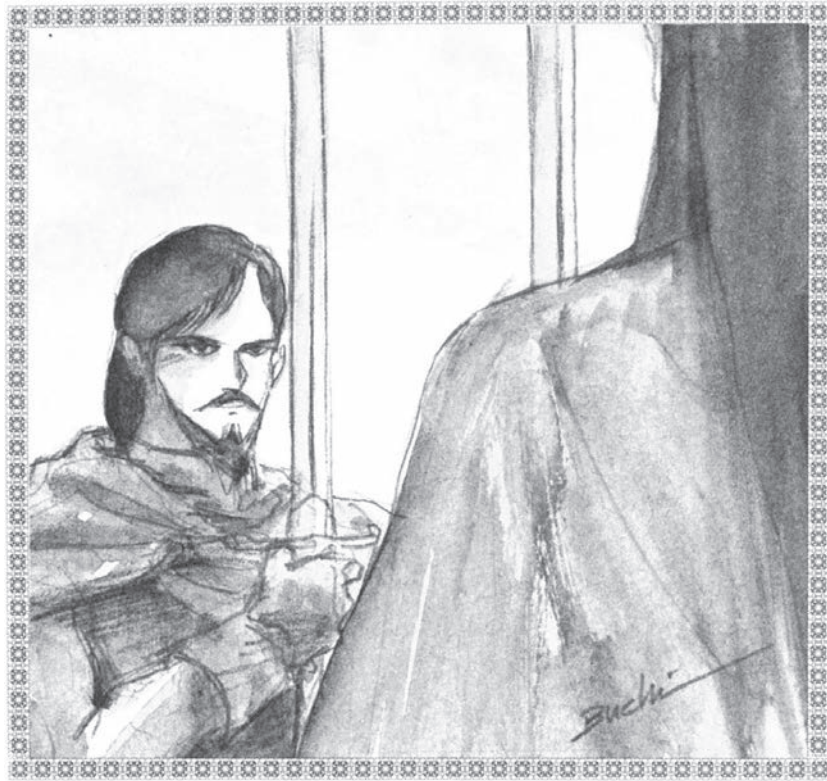
Ashram: In that case, use your own strength to accomplish what you want. I will defeat you and take the staff.

DM: So, the showdown between the two resumes. Once again, a spectacular sword-on-sword battle unfolds. Of course, you guys watch it, but is there anything you wish to do?

Fourth: No, I'm used to watching at this point.

DM: Well then, please look forward to the next issue!

Fourth: Jan-jan! (Ding-ding! As in the sound of a bell being rung at a boxing match)



News from Lodoss Island

Niihao! I'm the DM aka the dungeon master (I wonder if Orson's spirit has possessed me!?)

Well, the novel is coming out, the game software is releasing, the serial is reaching its climax, and the island of Lodoss is on fire. So, please send your messages to the island of Lodoss, where the fire is burning. We welcome any thoughts, opinions, questions, illustrations (black ink or ballpoint pen please) regarding the series, etc. Next month, we'll be highlighting a special feature from readers! I've been wanting to do something like this for a while, so I'd appreciate your help.

**The novel "Record of Lodoss War" is now available in Kadokawa Bunko!!
Released in early April**

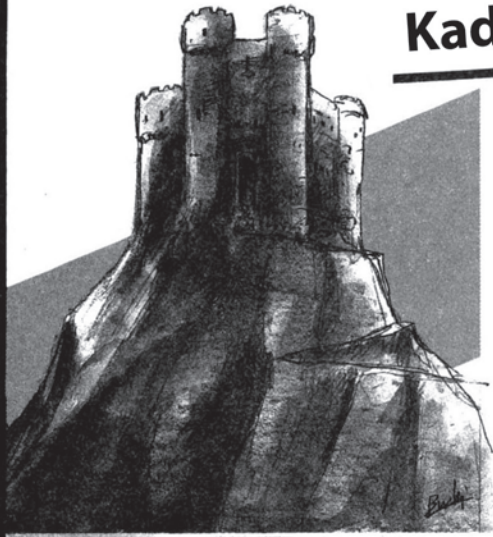
A must-read for Lodoss fans!!

Hello, Lodoss fans. Finally, a story based on the original story of this live performance in the magazine will be published as a novel by Kadokawa Bunko. The story is written by the same author and is full of content that was not available in the previous series. It also includes new illustrations by Izubuchi. It's a must-read for fans!



RPG/AVG novels are now available!!

Kadokawa Bunko <Blue Obi> New lineup



The masterpiece of PC RPG is finally a novel!!

YS: THE LOST KINGDOM

Akira Tobihi Hihino Yo

Illustrations: Fujiwara Kamui, Sugiura Mamoru

420 yen

The demonic seal has been broken! A cursed shadow has fallen over Esteria. So begins the deadly struggle to solve the resurrection of demons and the mysteries of the vanished kingdom of Ys... A newly written full-length fantasy novel based on the PC RPG masterpieces "Ys" and "Ys II."

Enjoy the world of horror RPG!!

LAPLACE'S DEMON

Hitoshi Yasuda: Original idea: Hiroshi Yamamoto: Author

Illustration: Nobuteru Yuki

420 yen

Hummingbird Soft's popular RPG "Laplace's Demon" is now available as a blood-curdling mystery novel. A haunted house in Massachusetts in the 1920s is a portal to another world. A new science fiction novel filled with monsters and even the Cthulhu mythos.

AVG Mystery featuring charming characters!

SAINT ELSA CRUSADERS GATHER!

Kurato Matsueda Illustration: BLACK POINT

380 yen

A mysterious cat-eyed girl appears behind the scenes of an "enemy" targeting the prestigious St. Elsa Academy. Miho and her four friends stand up to protect the school, but... In between the chase, it is an interesting mystery novel that also includes a challenge and mystery-solving opportunity for readers!

Authentic fantasy RPG novel now available!!

RECORD OF LODOSS WAR

Original idea: Ryo Mizuno: Hitoshi Yasuda

Illustration: Yutaka Izubuchi

Released in early April

A fantasy novel of swords and sorcery, an epic story set on the island of Lodoss. At the end of the adventures of the young warrior Parn, the priest Etoh, the dwarf warrior Ghim, and the sorcerer Slayn, there is a mysterious witch with great power, Karla... A novelization of "D&D Magazine Live" currently being serialized in this magazine.

Science fiction fantasy written by a game designer

ULTIMA: MONSTROUS METAMORPHOSIS

PART 1 WATER DRAGON CHAPTER

Aya Nishitani Illustration: Jun Sueya

340 yen

A science fiction novel that can be called a side story of the super hit RPG "Ultima". The evil demon king Mondain casts a curse on the earth in revenge, transforming humans into monsters. A new series drawn by Fumi Nishitani of the "Bloodline of the Gods" series. The mood of occult violence is also powerfully developed.



Illustration: From "Record of Lodoss War"
(Yutaka Izubuchi) Kadokawa Bunko

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Romancia

Volume 1

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COMIC

Hidetomo Yen

story

Kenji Terada

The Dragon Comics series is now on sale!!

The long-awaited Part 2
will be released in May!

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Story: Vauxhall Pro
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Kazuhiko Tsuzuki
(Nippon Falcom Co., Ltd.)
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Teito Monogatari
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Fujiwara Kamuy: COMIC
Hiroshi Aramata: Original work
A5 size 880 yen

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ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE

Illustration/Yutaka Izubuchi

By the way,
Please promote
the novel version
of "Record of
Lodoss War."
This message
is a personal
request
from the
artist.
"The Grey
Witch"
Now On Sale!
(It's true...)
Ahh...
What an
awesome group
they are...
Well, that's how I
drew them anyway.

Ho, ho, ho...

Episode XIII - The Mercenary King and the Staff

This is the 13th installment of the dynamic series that recreates the actual play of "D&D®" in this magazine. The battle on Fire Dragon Mountain, which seemed to last forever, has finally reached its climax. Who will survive, the mercenary King Kashue, or the Dark Emperor's remaining retainer Ashram? Inside the eerie roaring crater of Fire Dragon Mountain... What will be the fate of our heroes?

The heroes watch events unfold and the DM's long explanation

Cecil: "Okay, let's get started," I yell!

DM: What, all of a sudden? I also wrote some new material.

Shiris: Well, it's the climax, so hurry up and continue.

DM: Okay. We resume the showdown sword battle between Ashram and King Kashue. Comparing the sword skills of the two, Kashue's level is a little higher. Once again, the picture of King Kashue on the offensive and Ashram desperately defending is established.

Shiris: Should we really just watch this? I think it would be better to help King Kashue.

Parn: (played by the player who played the late Orson) But it's a one-on-one duel, so for the sake of honor, we can't interfere.

Fourth: So, we're a bunch of observers again.

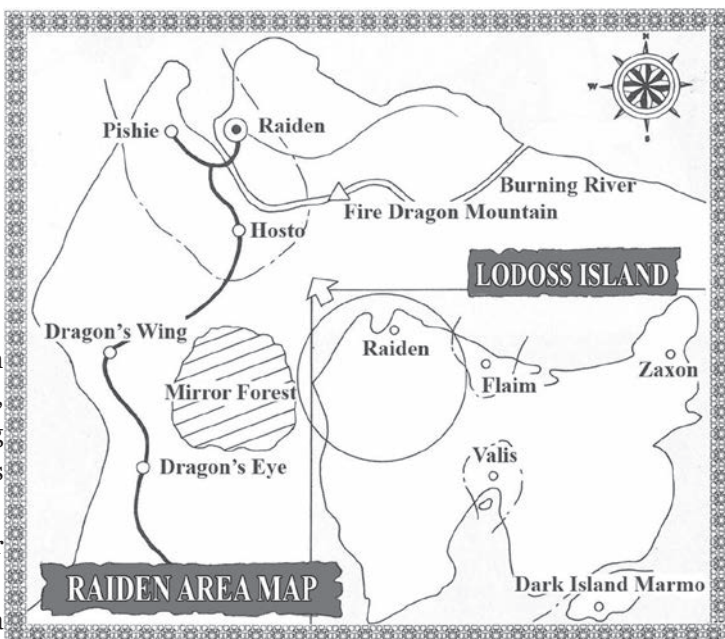
DM: I'm sorry. By expanding the scale of the campaign, I think I may have left everyone feeling left out.

Maar: I enjoyed the story. But I don't think I enjoyed the game.

DM: (throbbing)...

This series is coming to an end with this and the next installment, so I'd like to end this series with some important points to keep in mind when playing campaign games.

I like hero-oriented stories, so I came up with a flashy setting like this one, but if you're a beginner DM and you're starting a campaign, it's probably best not to get too fussy about the setting. If the NPCs do everything, the players will end up getting bored. It's never a bad idea to continue the pattern of diving into dungeons, defeating monsters, and returning home with treasure. However, you should think about the introductory part for diving



into the dungeon and the settings for the enemies you need to defeat. If you say, over and over, "There's a dungeon, go dive in," the players will be disappointed.

After playing the game several times, the master should be able to understand the players' likes and dislikes and the strength of their characters. When you are in the middle of a campaign, it is a good idea to create and introduce the final objective of the game. By creating this final goal using material that has been played up to that point, it becomes as if you had foreshadowed it from the beginning. I remember using this method in Record of Lodoss War I and the players were very impressed.

Of course, experienced masters do not need to follow these steps, and some may be able to come up with a detailed scenario from the beginning and successfully master it. However, this is a method recommended only for confident people.



MAAR

A halfling who can sing and dance. He also wrote lyrics and composed music this month.



SHIRIS

She is an eccentric female warrior who loves a good man and loves the sight of blood.



FOURTH

A thief with an abnormally high Charisma ability value that interferes with his occupation.



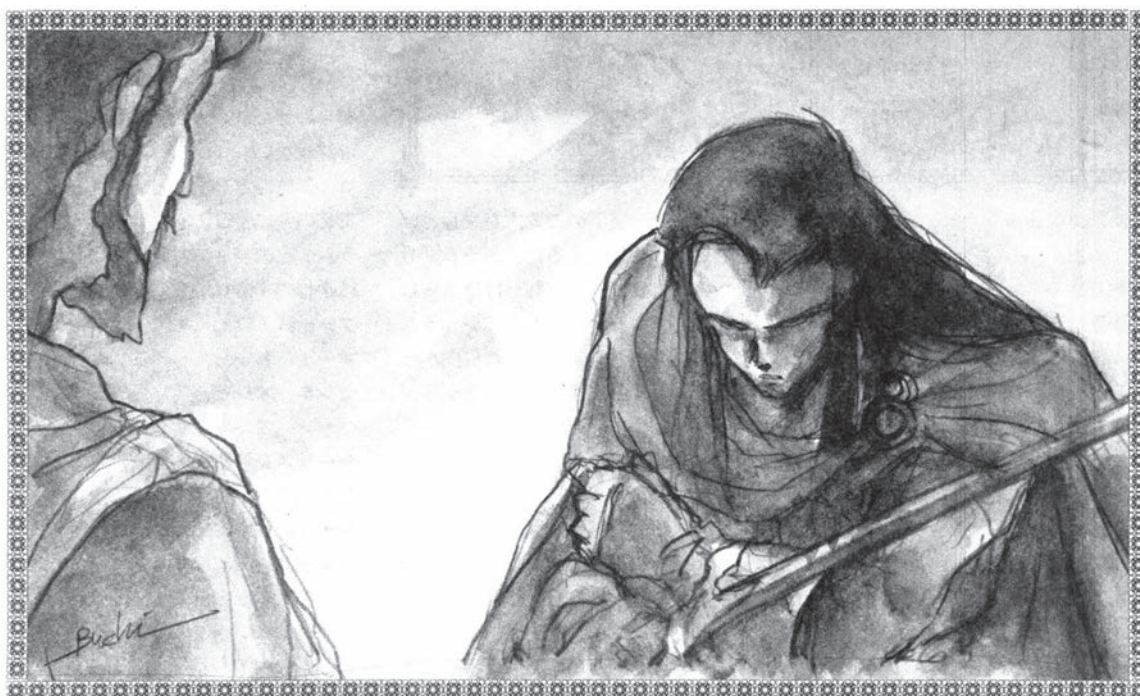
CECIL

A fiery Magic User who prefers defeating enemies by swinging his staff instead of using magic.



SHARI

An NPC female priest. The most trusted person in the party.



Commercially available scenarios have a strong storyline, but they may be difficult for people who are not used to them. The player's unexpected actions can lead to developments that are not in the scenario, which can often be difficult to adapt to.

That said, I recommend buying at least one scenario book, as it will be helpful when creating your own scenarios. Also, ready-made scenarios are very useful for seasoned masters, who are able to handle any contingency with ease (though I'm sure such a person will come up with a great original scenario themselves). Next time I will write about how to end the campaign. I'm looking forward to wrapping up this story.

Cecil: This has been going on for quite a long time.

DM: (Exasperated) Well, you're welcome to be the next DM!

Cecil: Hehehehe. I'm already preparing a new campaign. At some point, Lodoss will be part of a bigger campaign world.

DM: So do it. But for now, let's focus on the story of Lodoss.

Shiris: Yes. Let's pay attention to the two handsome men.

DM: Well, the battle between Shiris' favorite hotties is coming to a head. Kashue has inflicted several injuries on Ashram, and Ashram seems to be extremely fatigued.

Maar: I advise Ashram to surrender. "♪If you quit now, there's still time, there's still time♪"

Parn: He doesn't talk much because he's an NPC, but this guy is irresistible. What on earth is that song?

Fourth: The way you sing is quite messed up.

Maar: It's a ballad of surrender that I spent all night writing. Lyricist and composer Maar. Other people may not sing it without permission. "♪Change your mind, hurry up and throw away your weapon. Come on, do it!♪"

DM: Ashram's voice booms, "Who the hell is singing?!"



Orson

The party leader who died in the April issue. There are many voices wishing for his revival.



Parn

One of the main characters of Lodoss Island Part 1. Currently Kashue's bodyguard.



Slayn

Magic User. He was active in the first part. He is the husband of Leylia, the former Karla.



King Kashue

Mercenary King of Flaim. A champion of order, risking his life to rebuild Lodoss.



Ashram

His ambition is to conquer Lodoss. He was a retainer of the Dark Emperor Beld.

Archvillain Ashram disappears into the crater

DM: King Kashue recommends surrender. However, as everyone knows, Ashram is very proud and does not accept this recommendation. He only lets out a heavy breath while pressing a wound.

Shiris: Wow. He's sexy.

DM: Ahem. King Kashue recognizes Ashram's resistance, but again recommends surrender. "Well, aren't you planning on changing your mind about this? Your actions would not bring honor to Emperor Beld," says Kashue. Ashram replies, "I can't defeat you, my enemy. I can't fulfill His Majesty the Emperor's will. I am finished. But I won't expose myself to a life of shame," Ashram says as he slowly drags his body back away toward the crater. It looks like he's made up his mind.

Fourth: I know it's a waste of time, but may I try to persuade him?

Maar: "♪ Now...♪"

Cecil: Stop singing that damn off-key song!

Maar: This is self-assertion.

Parn: Ashram's just a poor semi-PC who can't really assert himself. He's like a program on an Epson computer.

DM: (Jabbing joke) Ashram won't listen to your combined words of persuasion. Finally, when he reaches the edge of the caldera, he grins and jumps into it. Poor Ashram. Die for your own beauty. He has a wonderful spirit that I cannot fully capture.

Fourth: I agree.

Maar: I'm moved.

Cecil: I'm no exception.

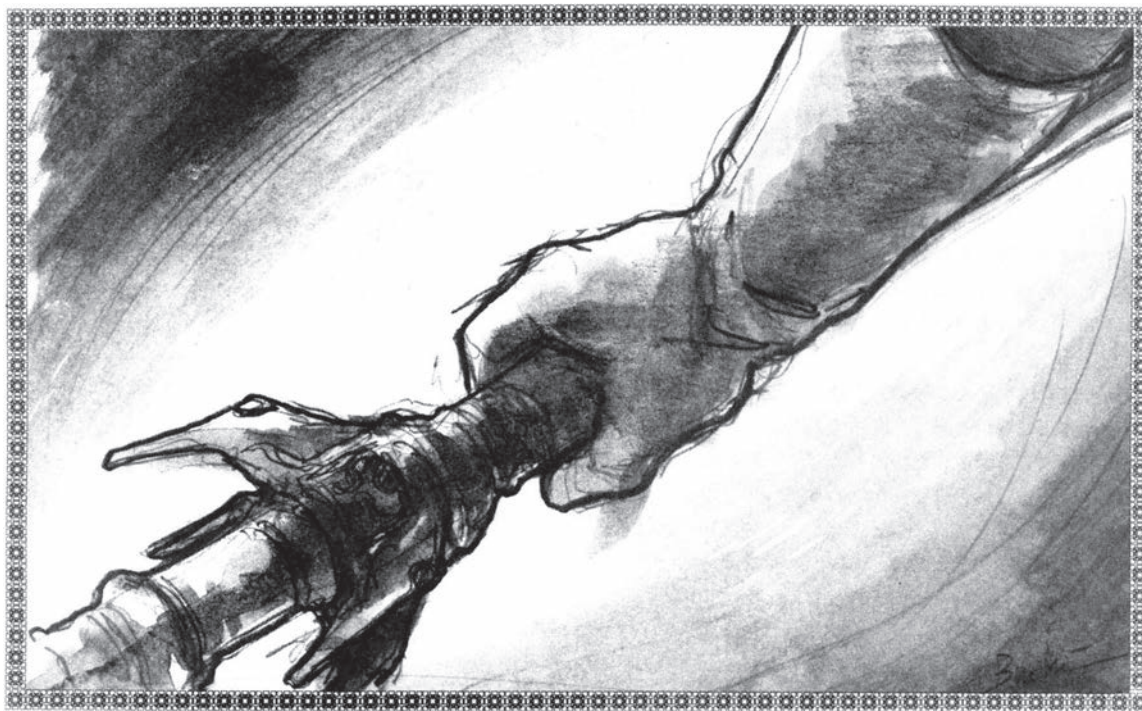
Parn: Me too! Yeah.

Everyone except Shiris: Yeah, yeah. Even if he was just a fictional life, it feels like he was really alive.

Shiris: Knock it off. He was pathetic.

Fourth: We're not immortals, so we can't live off Kasumi. Except in games, of course. (Translator note: To "Live off Kasumi," is to derive nourishment from thin air, the goal of some monks).





DM: That's it. The great thing about RPGs is that you get to experience something you can't do even if you want to in real life.

Cecil: Well, Ashram has fallen, and now there are no more enemies. I'm worried about the people who ran away, but they're just small fry anyway, so it doesn't really matter.

Parn: What about Hobb? What's that cleric doing?

DM: Hobb? Come to think of it, I'd forgotten about him (there are so many NPCs that even I can't keep track of them). After using magic to heal his wounds from the dragon, he quietly crouches there. When Ashram throws himself into the crater, there is no movement after he prays, "May his soul be carried to the fields of joy." Shari says, "Now that he has no one left to serve, he no longer has any reason to fight with us. If possible, please spare his life."

Parn: Even I forgive him. It's okay.

DM: So, Shari respectfully tells Hobb, "You are forgiven. Please decide your future life according to your will." Hobb nods and says, "In that case, I'll work with you for a while, and after we get off this mountain, I'll look for a new hero to follow."

Parn: If you're looking for a hero, you don't have to look far.

DM: Oh, that doesn't work on him. Shari, however, has also lost the warrior named Orson who she was supposed to follow.

Shiris: I think Shari should travel with Parn and the others after this, since it would serve her purpose better to follow Parn than to stay with us.

Parn: I don't think Deedlit will mind.

DM: Oh, she minds, but she's happy as long as she's with Parn. You, handsome man!

Parn: Hehehehe.

Cecil: Well, we lost our party leader, but since we achieved our goal, we can live our lives as we wish from now on.

DM: That's right. But let's think about that a little later. For now, there's still work to be done.

Fourth: I forgot. We need to find the staff.

DM: Exactly. As expected, the great Red Dragon's treasure lies in great heaps. Since there is so much, it will take a long time to find the staff.

Maar: We have no choice. Let's all split up and look for it. During that time, I'll pick out the treasures that seem to be of greatest value and take them home with me.

DM: Understood. However, there is a limit to the amount you can carry, so I will decide the value of the treasure at my discretion. Anyway, there is enough treasure to go around, so it's enough to raise your levels. Beyond gold, what about magic items? There's a lot of this as well.

Fourth: I only choose unusual items. Shoes, rings, things like that.

Cecil: I want to use a scroll of Detect Magic. I didn't bother to learn that spell when we started since I'm a fighting magician. Ding-ding.

DM: Even if you use that spell, the treasure trove will glow all over the place. Dragons generally don't have any worthless items. They're all magical items or treasures decorated with jewels and the like.

Shiris: More importantly, do we see the staff?

DM: Of course. After a while, Slayn finds the ancient staff you are after. "I found it!" he calls out loudly.

The finding of the great staff and the eruption of Fire Dragon Mountain

Fourth: What kind of staff is it?

DM: You may have seen the shape in an illustration from last November's issue. It's shaped like that (I hope that saves the trouble of explaining it). Now, what will you do with it?

Cecil: I don't think we should rely on the power of a staff like this. Conquering people with magic is like a scam. After all, a king should rule a country through the power of justice.

Parn: I have the same opinion.

DM: But if you use this, you too can be kings.

Fourth: I won't take that temptation. It's like the story in "Record of Lodoss War" (now on sale at Kadokawa Bunko!) when Woodchuck stole Karla's circlet. I'm not going to have the same thing that happened to poor Woodchuck happen to me. As someone who has a lot of female fans, this is something I would never do. By the way, thank you to the reader who sent me chocolates for Valentine's Day.

DM: Move on, move on, move on, there's nothing strange about that. Well then, maybe you should throw the staff into the crater and destroy it. Instead of following the pattern of "Lodoss I," it could be like "The Lord of the Rings." Anyone want to jump in with it?

Maar: Don't look at me. I'm a halfling, not a hobbit.

DM: (I think they're similar, but it's his character) So, King Kashue takes the staff and quietly heads toward the crater. The heat is terrible, but the effects of Leylia's "Wish" spell are still working, and everyone is fine.

Fourth: Yes. "Wish" is a higher level of magic than "Anti-Magic Shield". It doesn't matter as long as the effect remains.

DM: That's one interpretation. King Kashue, standing on the edge of the crater, shouts loudly with a solemn look on his face. "This



staff hides great ancient power. I, Kashue, the King of Flaim, will destroy it with solemn dedication. Disappear in the flames that consume everything." Then he slowly lets go of the staff. As if in slow motion, the staff falls into the lava.

Cecil: Oh, that's got to be the climax. He's being very particular about his description.

DM: I stayed up all night thinking about it. This is the fun of being a master. "Thank you everyone for being with me on this arduous campaign."

Fourth: Ah, that wasn't very moving for a final episode.

DM: Hang on. Another tremor occurs. Shortly after throwing the staff into the crater, a fairly strong earthquake occurs again. Kashue hurriedly strides from the crater's lip.

Cecil: Could that be a sign of an eruption?

DM: Ding-ding, ding-ding, ding-ding.

Maar: This is tight. If we don't escape quickly, we'll be blown away by the eruption. Let's carry the treasure from earlier and go down the mountain fast.

DM: The way back is downhill, so it's easy. Once you're out of the cave, Leylia turns to the rest of you with a serene face. She announces that she will take Orson's body home. She found an important ancient artifact, the Crystal Ball of Souls, among the treasure trove. It is said that the power of this artifact might be able to bring Orson's soul back.

Parn: (turns back into Orson) Is that true?

DM: Come on. I'll leave it up to you, Orson, to decide whether it can help or not. After the campaign is over, everyone can tell me what kind of future they would like their character to lead. Depending on the case, that hope will be incorporated into the official history of Lodoss Island. I think everyone will be able to feel more attached to their characters that way. If this campaign continues any longer, the player characters will become heroes in the world of Lodoss.

Fourth: So, we could end up like Parn, Deedlit, and Slayn.

DM: That's right. Now, you must hurry and run away from the cave mouth with as much treasure as you can carry. Leylia says, "My magic can block the heat from the lava, but if you get hit by the volcanic rock, you're done for."

Maar: Hey, wait a minute. How is the heat of lava fine but a rock can squish you?

DM: Well, it's magic.

Maar: So, Ashram might not have died just by jumping into the crater, if Leylia's magic was protecting him...

DM: Sharp! You noticed that very well. Leylia excuses herself, saying, "I'm sorry. I did use the power of the spell on that person. But since he jumped into the lava, I'm afraid he could still die from the volcano's explosion."

Cecil: So, whether Ashram is alive or dead is unknown. I smell the scent of chaos still out there. I guess you were planning to use this as the foreshadowing of something bigger.

DM: It's better than that.

Cecil: You don't have to tell us what's next. This is where you say, "Look forward to next time!"

The shocking original!! Finally released!



**Record of Lodoss War
Part 1 - The Gray Witch**
Ryo Mizuno/Author
Hitoshi Yasuda/Original idea
Yutaka Izubuchi/Illustrations
(all newly drawn)

This novel reveals new facts that were not known in the series about Parn, Etoh, Ghim, Slain, Deedlit, and Woodchuck, as well as the dark secrets of the clouds of war that cover the land of Lodoss.

Kadokawa Bunko 420 yen

News from Lodoss Island - Illustration Competition

I'm the Dungeon Master, and I pray to the stars every night that the novel version of "Record of Lodoss War" will be a big hit!

As we are nearing the final chapter of this series, we are holding the second part of the illustration contest submitted by our readers. In addition, we will give an original telephone card to the poster this time. Well then!



Hokkaido • Saraju



Fukuoka Prefecture
Was Slain's new younger sibling, Fourth, a crybaby?

Osaka Prefecture
Shari-san of Shangri-la looking sorrowful.
The clothes look modern.



Aichi Prefecture
Tanaka Karuha. I can clearly see the power relationship between Slain and Leylia.



Tomomi Oshiro
Hyogo Prefecture
This was originally in color. Sorry for the monochrome



Nagano Prefecture
Michiko Sato
Hahahahahahaha



Tokyo • Relaronde



Fukuoka Prefecture • EDS



Saga Prefecture •
Hiroyuki Nodu



Toyama Prefecture
• Fuma

Muhaha, I like this cool illustration, there it is.

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ロードス島戦記

Record of Lodoss War II

D&D®誌上ライブ

Written by Hitoshi Yasuda and group SNE

Illustration/Yutaka Izubuchi



Final Episode - Farewell, Heroes

The hugely popular series, which recreates the actual gameplay of "D&D®" in this magazine, has finally reached its thrilling finale.

What will be the fate of the heroes who have completed their great adventure?

Will Orson, who has become a star, be revived?

The story comes to a close as the answers to various mysteries are revealed.

The DM's final explanation and King Kashue's return

Cecil: Okay DM, I say "Let's get started again!"

This episode is bittersweet. Let me start with a little explanation. As I foreshadowed last time, this advice is about how to end a campaign game. RPGs are usually "never-ending stories" and there is no need to end a game. However, as with everything, there is an ebb and flow. It could be a real-world situation, like the DM moving or the players going to different schools. There may also be times when it is better to end the game for reasons related to the game's story. In the case of "Record of Lodoss War," it is a magazine serial that only has so many installments. There are many other reasons a story must end, but of course these are not relevant to the average gamer.

Anyway, if it's going to end anyway, it is most satisfying if it can end cleanly. The problem then becomes the technique of "how to end the game beautifully." Of course, the DM can end the game in any way he wants. However, you should refrain from canceling the

game in a way that causes players to complain. It is often said that "The DM is God," but as a god, he naturally has a corresponding responsibility.

Firstly, as in this series of "Record of Lodoss War," if the players achieve the final objective of the campaign scenario prepared by the master, it is a sufficient trigger to end the game. Also, if the party is wiped out, or gets caught in a magical trap and are sent to another dimension, and they can no longer move forward, you will have no choice but to cancel the game. At that time, if you use unnatural relief measures, the subsequent play will become confusing, so be careful. Now, in the case of "D&D®", as the characters level up, they become lords, etc., and the next step is to go on a quest for individual "immortal" status, so it is not possible for friends to travel together. It becomes difficult. After all, it seems strange to see such big names as the king, the great magician, and even the guild master of the thieves guild walking around in a row. Also, depending on how the story develops, one of the party members may become a king, with all of the responsibilities for running a country and ruling his people, making it impossible to go on an adventure.

In these cases, I think it's okay to end the campaign and move on to a new world of imagination and creation instead of stagnating in the old one. If you are in a gaming circle, it would be a good idea to create subsequent episodes in the form of novels or manga. It's also a good idea to talk about things like "I wonder what happened to them after that" when everyone gets together.

Once each player reaches their own goal for their character, there is no reason for that character to continue adventuring, so it may be a good time to end the campaign. Of course, it's also fine if only that character leaves the game.

Hmm, this explanation is taking too long. Let's conclude. Just be careful not to get stuck in a rut by working on one campaign for too long. Of course, there is no need to force the campaign to end as long as both the master and the players are having fun.

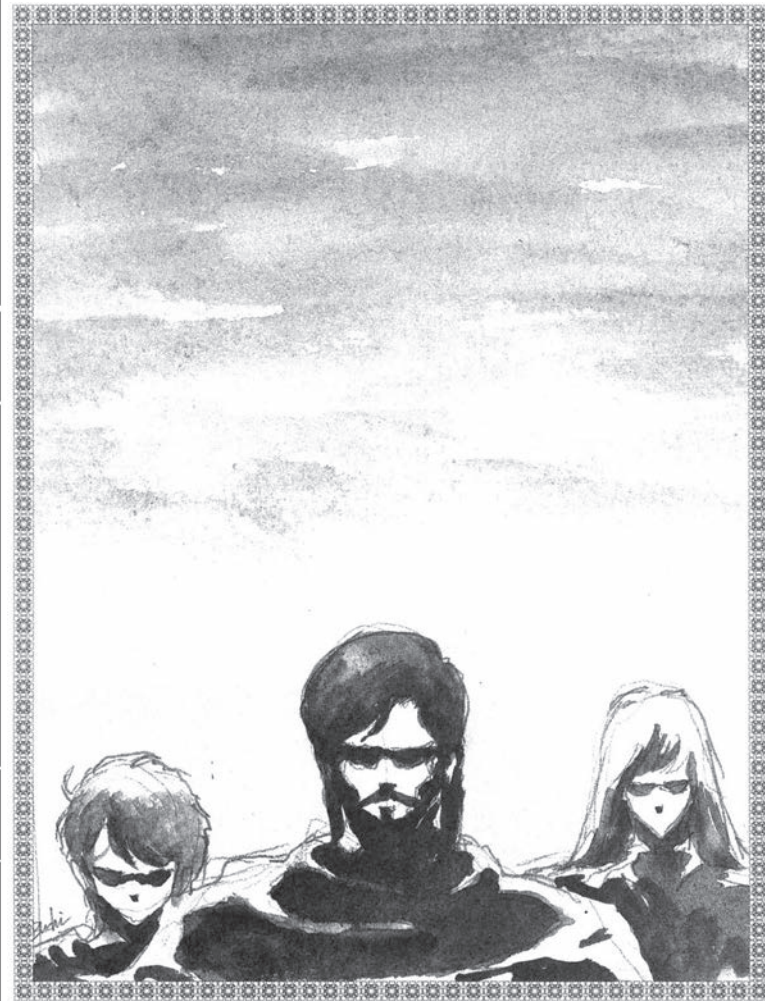
For such people, "D&D®" has released the Immortal Set (a set for characters who have become strong enough to become immortal like gods).

DM: It's over, Cecil! It wrapped up suddenly last time and I explained everything.

Cecil: I must have slept through it!

Shiris: What are you doing? Don't get too excited between the two of you.

Fourth: It's not like this was some "ninja martial arts book" after all.



Parn: (played by Orson's player) Huh, that's old. I think it's more like "Saint Seiya."

Maar: "♪Seiya... ♪"

DM: Don't sing it, Maar. It costs money to use someone else's lyrics.

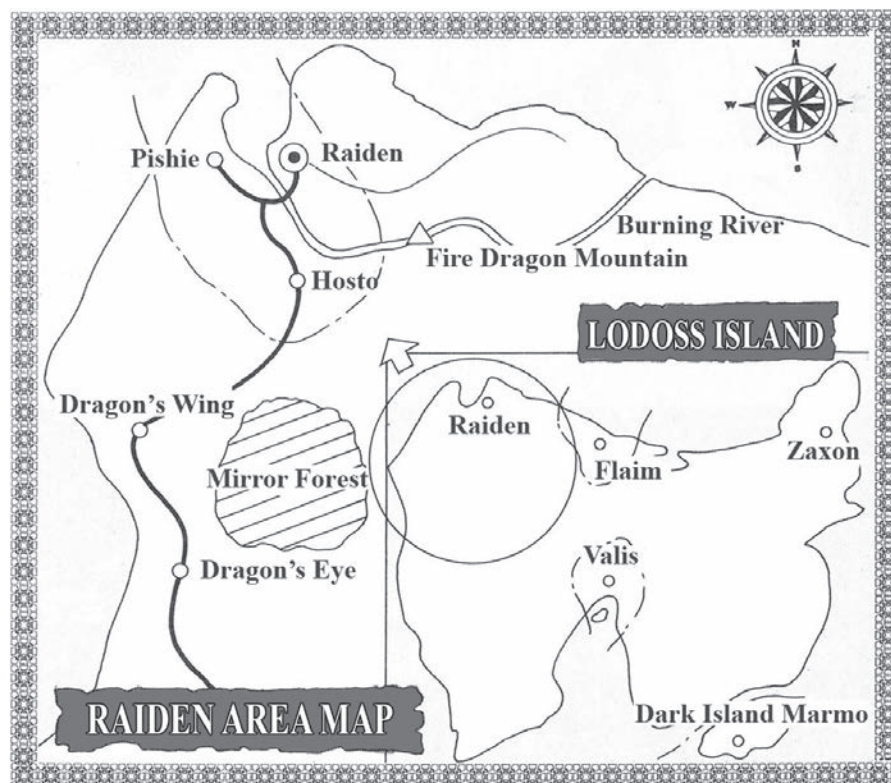
Maar: Good thing the "Halfling Song" and the "Ballad of Surrender" are fine. Let's all sing along and have fun.

DM: Alright, already! Let's start talking. You all returned to the town of Raiden, carrying Orson's remains. Of course, King Kashue and Slayn are also there. The eruption of Fire Dragon Mountain continues in the distance, as if the volcano itself is angry that its master, the Red Dragon, "Shooting Star" was killed, and that a valuable ancient artifact was thrown into its crater. Finally, the eruption subsides and the mountain falls silent without further incident. Moderate earthquakes have occurred many times in Raiden, and you see that many older building have collapsed in places. When you arrive in town, you are greeted by Shadam, Goose, Swissnia, and other leaders of the adventurer's guild. "Welcome. Thank you for your hard work."

Fourth: That's a pretty light greeting.

DM: So, you all become familiar again, and are led to the adventurer's guild's underground meeting room. There, preparations for a banquet have already been made, and there is also a banner saying, "Welcome home, King Kashue and his party."

Shiris: There's no way this is happening!



The DM provides career guidance for each character

DM: King Kashue briefly greets everyone and then asks Slayn if he's thinking of settling down soon. He asks if he would like to serve as his court magician. On top of that, he also shares some surprising news: Slayn's daughter is now able to stand up and talk. Fourth: Wait, did Slayn have a child with Leylia-san?

DM: They're a married couple, so of course they can do that. I don't know what the hell they think they're doing, leaving their daughter alone and going on adventures.

Cecil: I read the novel. The two intend to work together for justice. Isn't that a great idea?

DM: Thank you for the promotion. Readers please buy it too and thank you very much to everyone who has already bought a copy. In addition, Cecil, there is someone who has something for you as well.

Cecil: What! Who the hell is that?

DM: It's Mr. Goose from the Society of Notable Eccentrics (Tr. Note: the term used is "Utsukemono-domo" which can mean "Great Fools" or "those who behave strangely.") He says, "I've

heard that you're a magician who loves justice. You have a very admirable attitude. In recognition of that, I'll make you a special disciple of mine. Work hard and do your best."

Cecil: W-what is this development? Making me an offer I can't refuse, DM!

DM: Hehehehe!

Fourth: Farewell, Cecil. We won't forget you.

Cecil: It's a conspiracy!

DM: And so, leaving behind a scream of death, Cecil goes with Goose. Now, in the adventurer's guild, justice, truth, and strangeness will be considered the essence of magic.

Cecil, what do you want to say?

Cecil: Well done! I'll teach future adventurers the true essence of being fighting Magic Users, and that the true path of magic lies in hand-to-hand combat.

DM: Yes, yes. So, next is Fourth.

Fourth: Oh, me too?

DM: Of course. Swissnia would like to ask you to take on the role of teaching thieving skills at the adventurer's guild in her place. This is because, in fact, Swissnia is about to get married.

Shiris: Well, congratulations. Who are you marrying?

DM: Well, it was meant to be a surprise. She's marrying





King Kashue. He fell in love with her behind when he saw her illustration in the magazine... Actually, the two have known each other for a long time.

Shiris: Kashue, the bandit King, is planning on having a queen who turns out to be a thief.

Fourth: This shows King Kashue's true personality.

Parn: I see. I mean, it's actually a no-brainer.

DM: Well, she is a good person. And it also means that he doesn't make decisions based on someone's family background. He's a mercenary himself. Normally, when such a person becomes king, he would want something like family status, but he doesn't want that and chose the practical Swissnia as his spouse. At least he doesn't have to worry much about being kidnapped.

Fourth: Probably not. Even assassins would never succeed with her covering his back.

DM: Shadam, who was the king's right-hand man, also says he will return to Flaim with King Kashue. He cares about the country, and has already decided on a new guild master.

Shiris: No way.

DM: Ding ding! He was actually going to ask Orson, but now that he has passed away, he has no choice but to ask Shiris.

Shiris: So, I'll be stuck being the female boss of the guild for the rest of my life. That's a let down. I was hoping to land some hero and settle down like everyone else.

DM: Okay, I understand. Let me tell you about a special hero. His name is Redrik the Dragon Lord. Shiris is destined to meet him in the future. Is that okay?

Shiris: Who is he?

DM: He hasn't appeared yet, but he is the satrap of the ruined principality of Moss, and although there are only five of them left, he is a young dragon knight who is famous. His father, Duke Jester, is alive and well and is working hard to reunite the devastated country of Moss.

Shiri: That's convenient.

DM: It's a great opportunity. As I always say, this is a game where everyone can be their own hero or heroine.

Maar: I still want to continue my adventures.

DM: OK, the group who are still going on adventures ask you to come. Parn and Deedlit plan to continue their journey to find Wood/Karla. Shari also wants to go along with them.

Maar: It's decided! Anyway, I don't have any intention of becoming a king or a guild master. Traveling is the life of a halfling.

DM: So, Maar will continue his adventures.

Parn: (turns back to Orson) I'm the only one who doesn't get a happy ending.

DM: Oh, I almost forgot. You could rely on the power of an ancient artifact called the "Crystal Ball of the Soul" to bring you back to life.

Orson: I'd rather not decide on that right now. Whether or not Orson comes back to life, it would be cooler if it's never recorded in history.

DM: Well, that might be interesting. What I want everyone to remember is that the Crystal Ball of the Soul has the magical power to bring back lost souls. This is an extremely powerful artifact, developed during the time of the Ancient Kingdom for a specific purpose.

Fourth: Well, what was that purpose?

DM: Hehehehe, that's a secret. Let's just say that it wasn't created to bring back a human soul.

Cecil: It smells like chaos. I think he's using that to foreshadow something.

DM: Thus, history records that Leylia and the others took Orson's corpse to Flaim, but whether he was brought back to life or remained among the stars in unknown. And so, everyone's future is decided.





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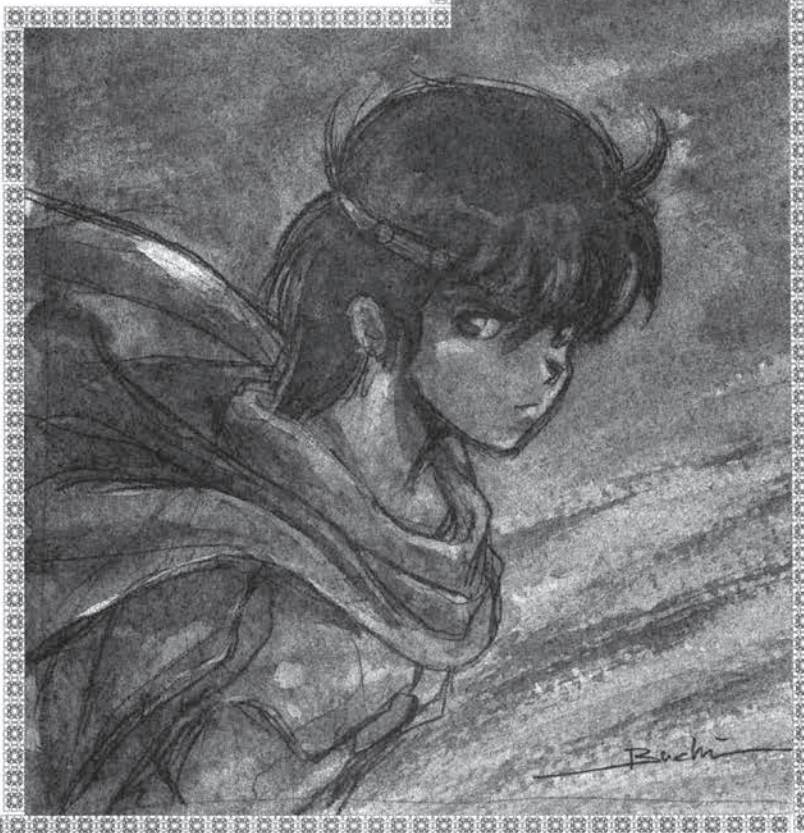
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Record of Lodoss War II. This is the end

DM: So, you all have finished one adventure and move on to new ones. You never know what crisis awaits you. However, for those of you who are adventurers at heart, no matter how peacefully you live your lives, those lives will never be ordinary. Your names will be passed down in legend, in folklore, and in the sagas of bards, along with the record of you traveling together, albeit briefly, sharing your suffering and helping each other. Yet in time, even these will fade away, but your feelings will surely remain with you. All of your happy memories and painful memories will live in your hearts. There is no doubt that this will provide comfort to you as you live through these turbulent times. So, set forth on your journeys, eternal travelers! It's time for a new adventure! Thank you everyone for listening!

Cecil: What's with this guy?



Fourth: I think he's played too much "Final Fantasy."

Shiris: It would be great if he could say it without reading from his notes.

DM: Hey, how do you expect me to remember such long lines? I worked really hard on them. All of you worked hard on this adventure. It was a bit of a stretch at the end, but I had fun. If we have a chance, let's play another session (a session is an RPG gathering, which is a cool name, so let's spread the word!).

Orson: I'm in.

DM: Well, that's the end of Record of Lodoss War II "Resurrection of the King of Heroes!"

Fourth: Please don't forget about us!
(The End)

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Cecil ▶

As a magician at the Adventurer's Guild's Raiden hall, he trained many students. Although not all who received his teachings became mages who practiced melee combat with a dagger, it became common for Magic Users who trained under him to use weapons for self-defense.



▲ Orson

He fought like a Berserker in battle, but was actually a virtuous warrior. Although he became the leader of the group, he was unable to show his leadership because he often had to serve under people of a higher level. He appeared to have died during his journey in search of the staff, but whether he truly died or might still be alive was unresolved after the adventure.

▲ Shiris

As the second head of the Adventurer's Guild, Shiris created branches of the Adventurer's Guild in various places, starting with Hosto, and did her best to rebuild Lodoss Island. As foretold, she met and married the "Dragon Lord" Redrick in Moss, in the town of Dragon's Breath and became the queen of the emerging country of Highland. Needless to say, the power of her sword was her strength for the founding of her country. She was called the fighting queen, the embodiment of a Valkyrie.



◀ Fourth

While teaching thieving techniques at the Adventurer's Guild, he did his best to destroy the old thieves' guild. As a result, it became impossible to learn thieving techniques anywhere other than the Adventurer's Guild. Although he was not influenced by Cecil, he taught thieves to use their skills for justice, and was known for changing the name of "thief" in the guild to "scout."



◀ Maar

The Singing Halfling went on the journey with Parn and his friends, and was never heard from again. However, the halfling songs he sang were sung throughout the eastern part of Lodoss, which showed the extent of his success.



▲ Shari

She went on the journey with Parn and the others as a priestess of Myrii. It was not recorded what her motives were for going on that journey, but I'm sure Deedlit's heart was not happy about the situation.

Leylia ▶

She served Flaim as a priestess of Marfa, which later became Flaim's official religion. She worked hard to spread the faith of Marfa with her husband, Slayn, and their daughter, Neese (named after Leylia's mother).



▲ Slayn Starseeker

After this adventure, he served as Flaim's court magician. His name became known to the general public at the time of the War of Heroes, and he came to be called the Sage of the North, in contrast to Wort, the Great Sage of the South.

▼ Kashue

After this adventure, he married Swissnia and finally bid farewell to his single life. However, he was still a fighting king, and used his sword skills to the fullest for the expansion of Flaim and the restoration of Lodoss. In time, he became known as the King of Heroes, as King Fahn was once called. For some reason, the story of the staff of the ancient kingdom was buried in secrecy, and soon no one knew about it, and in time, no one remained to tell the story of this adventure to future generations.

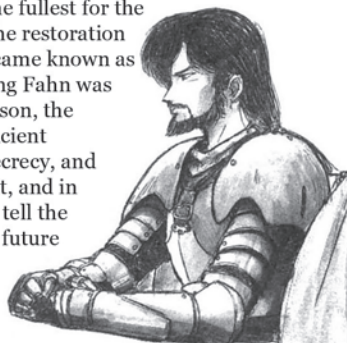
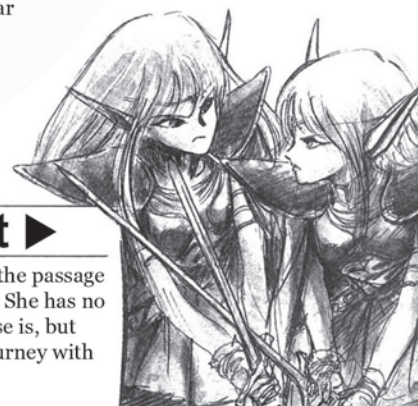


◀ Parn

After this journey, he resumed the quest to find Wood/Karla with Deedlit and the others. It may not have been for any particular set of virtues, but he was followed by Maar and Shari on this journey.

Deedlit ▶

What meaning does the passage of time have for her? She has no idea what her purpose is, but she continues her journey with Parn anyway.



Record of Lodoss War II THE END

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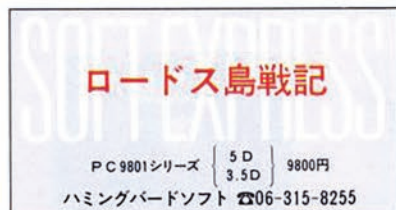
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Record of Lodoss War



Hello, I'm the DM and Dungeon Master of "Record of Lodoss War." Were you satisfied with this month's supplement (Record of Lodoss War SPECIAL)?

Now, let's talk about the PC version of "Record of Lodoss War." In the April issue of this magazine, we released exclusive news titled "Scoop!! Record of Lodoss War will be turned into a PC game!!" that ended with "Wait for the follow-up in next month's issue!" I'm glad I said that, but as you know, no information was released for the next three months, let alone the following month's issue. So, you might be wondering, has the PC version of "Lodoss" become an unfinished masterpiece like the famous

"XXXXXXXXXX" (with a particularly secret name), or perhaps like the tragic leader Orson? Did it become a star in the sky? Not at all. "Lodoss" the PC game is going to be released! The publisher, Mr. Hamming, a reliable source, says, "Late July... Early August...I'd be worried if something happens, so please make sure it's released soon." Since this is a statement, I'm going to say it anyway!! Well, it goes without saying that this game is a fantasy RPG. It's a very orthodox game (it has the smell of a tabletop RPG), without trying to be strange or weird. What I would like you to pay particular attention to is "magic" in the game. It's no wonder, since after all, Group SNE, the authors of "Spell Collection" were in charge of the game design. There are about 70 types, and the contents will satisfy even the pickiest of enthusiasts.



▲ Familiar staff are in charge of game design

Furthermore, the plentiful visual scenes are amazing. All scenes were supervised by Yutaka Izubuchi, and there are many original cuts, but I don't want to give too much away. Famous scenes from the first part of Lodoss Island appear on the computer screen, such as the court of King Varys, the Minotaur in the Labyrinth, and the single combat between Fahn and Beld in the Great War of Heroes... Woohoo, I'm so happy.

As mentioned in the April issue, familiar characters such as Parn and Deedlit will appear as NPCs during the game. And you can even add them to your party. So, you too can participate in the world of "Record of Lodoss War," which until now was something you could only read about. Heh-heh-heh-heh. Look forward to it!

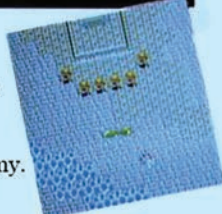
One point note

Since the game uses a so-called multi-ending system, there are many ways to enjoy the game depending on the player's actions.



▲ Main screen. Right now it's an outdoor scene, but there's also a dungeon.

► Encounter with the enemy. It's finally time for battle!



◀ Try your hand at becoming a powerful force on Lodoss Island. The game has places that do not appear in the replays or novels.



◀ A few of my characters, such as warriors and scouts

Record of Lodoss War 2

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